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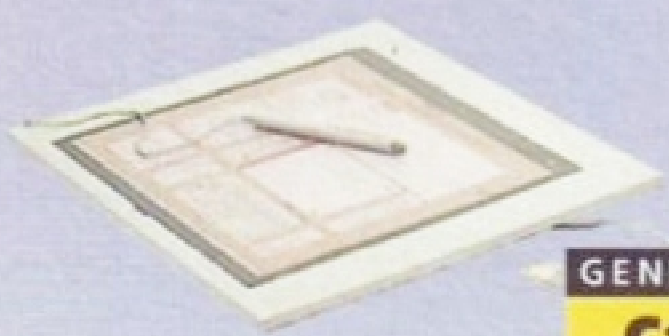
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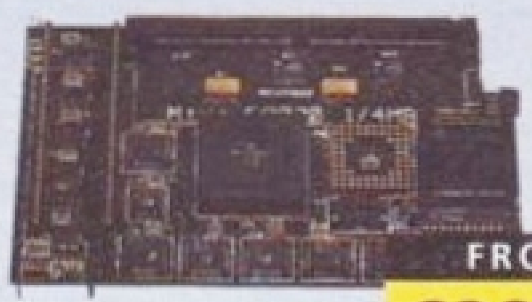
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512K RAM WITH CLOCK	£24.95
512K RAM WITHOUT CLOCK	£19.95
A600 1MB RAM	£39.95
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AMIGA 600/1200

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All Falcon's come complete with a cooling fan

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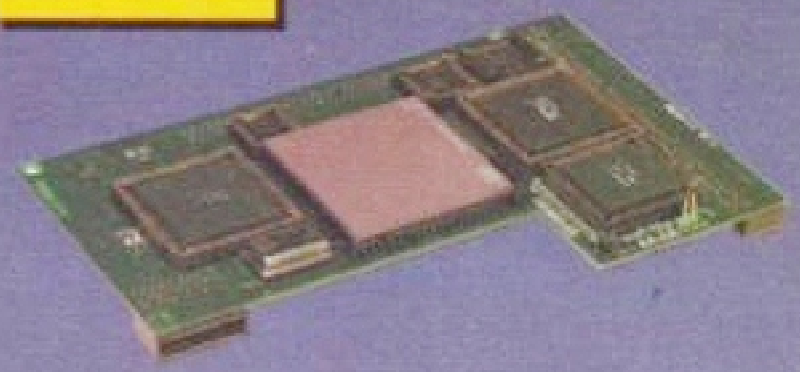
VIPER 50MHZ

The Viper 50 can have up to 128MB RAM installed, and the same features as the Viper 28.

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VIPER 50 2MB	£269.95
VIPER 50 4MB	£289.95
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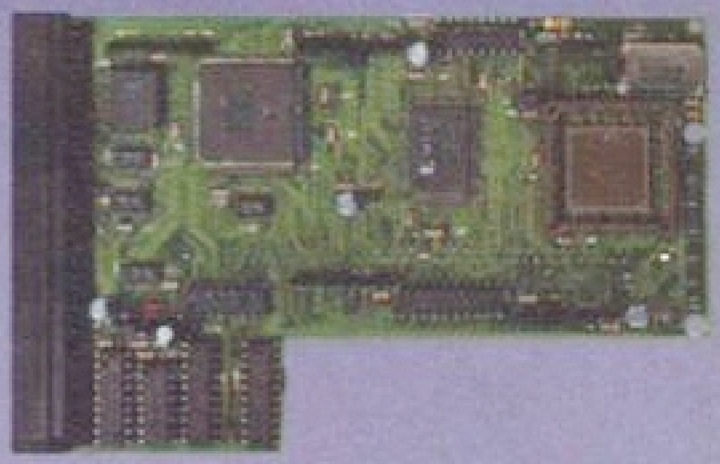
FALCON

68040RC 25MHZ
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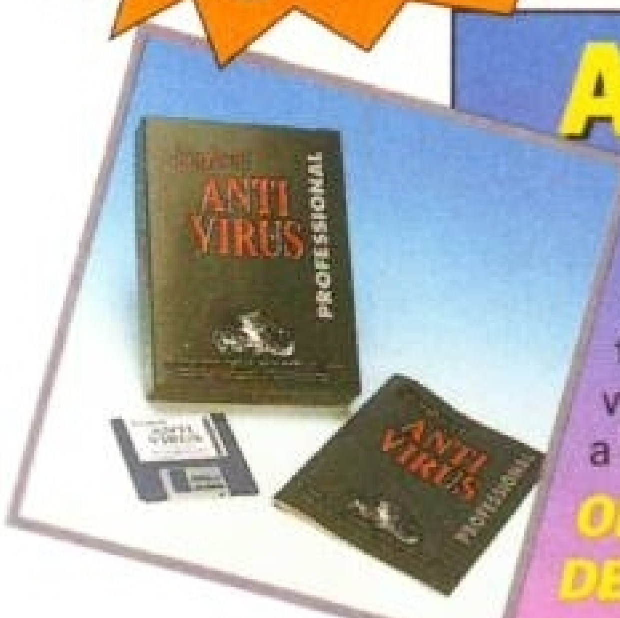
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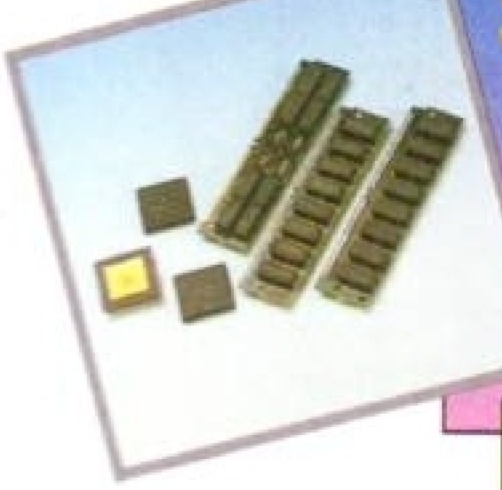
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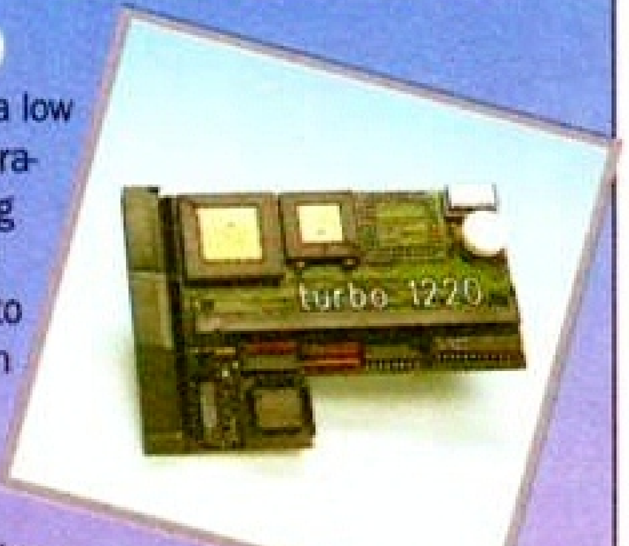
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APOLLO A1200 ACCELERATORS

APOLLO 1220

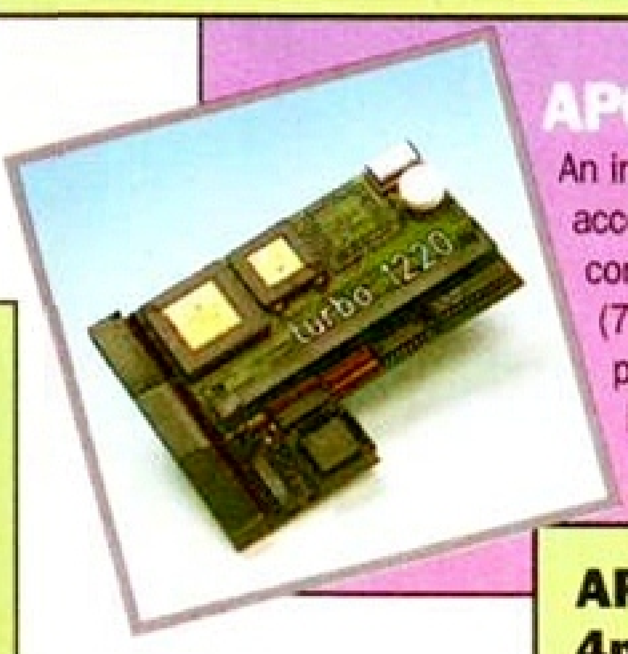
Amazing power for such a low price. This superb accelerator uses a 68020 running at 28hz and comes complete with a 68882 FPU to enable your A1200 to run at 5 MIPS (million instructions per second)! Uses standard 72 pin SIMMS and includes a battery backed clock. Simple trapdoor fitting.



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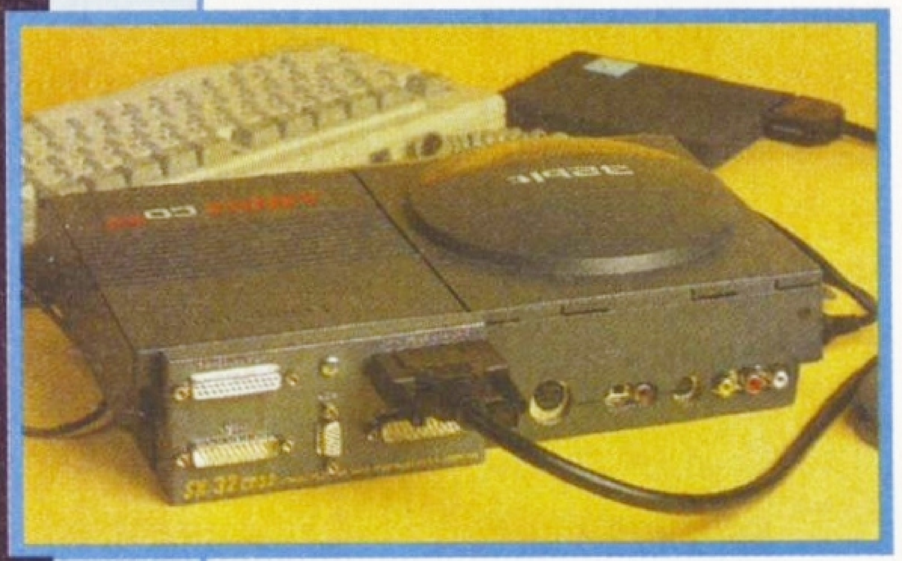
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SERIOUS

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Graeme Sandiford talks us through what's on offer in the serious pages of this month's mag.

72 ImageVision
It's very unusual to find a multimedia program with an artistic approach but that is exactly what *ImageVision* is. Graeme Sandiford gives it the once over.





75 SX-32
The SX-1 failed to deliver what was expected of it. Now, with the arrival of the SX-32, there seems to be fresh hope. David Taylor takes a look.

78 Final Writer v Wordworth
The two big Amiga word pros have been battling it out for years. The fight comes to a head as Graeme Sandiford assesses the strengths and weaknesses of *Final Writer 4 Lite* and *Wordworth 5SE.*

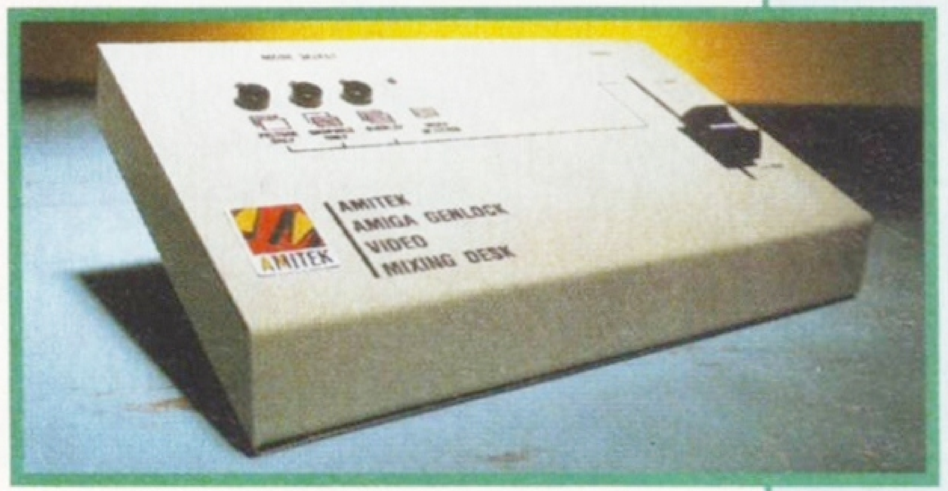




81 CD-ROM
Graeme Sandiford scrutinises the latest offerings on CD-ROM. A round up of the best value images, sounds, games, programs and utilities.

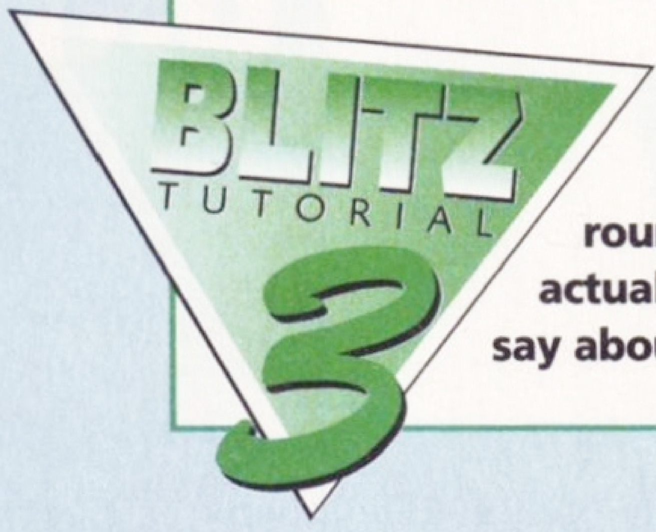
CREATIVE

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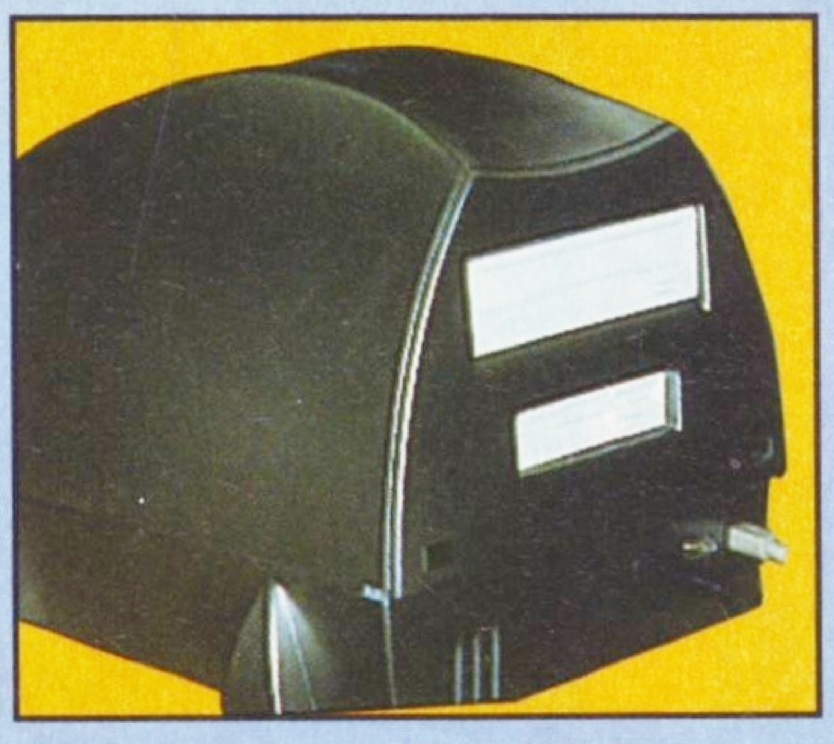
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Lightwave 4

One of the World's best 3D animation systems makes its return to the Amiga and brings a host of new features with it!

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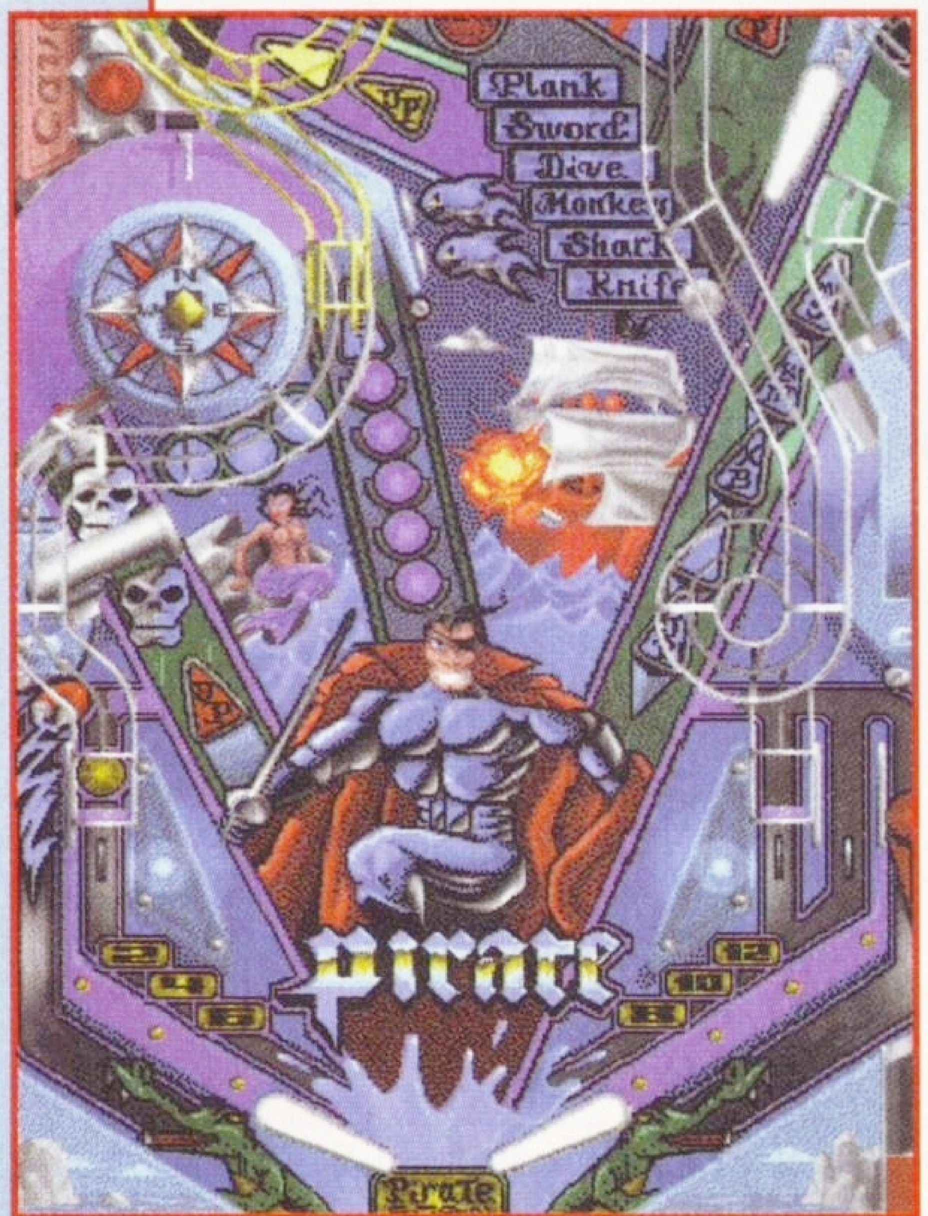
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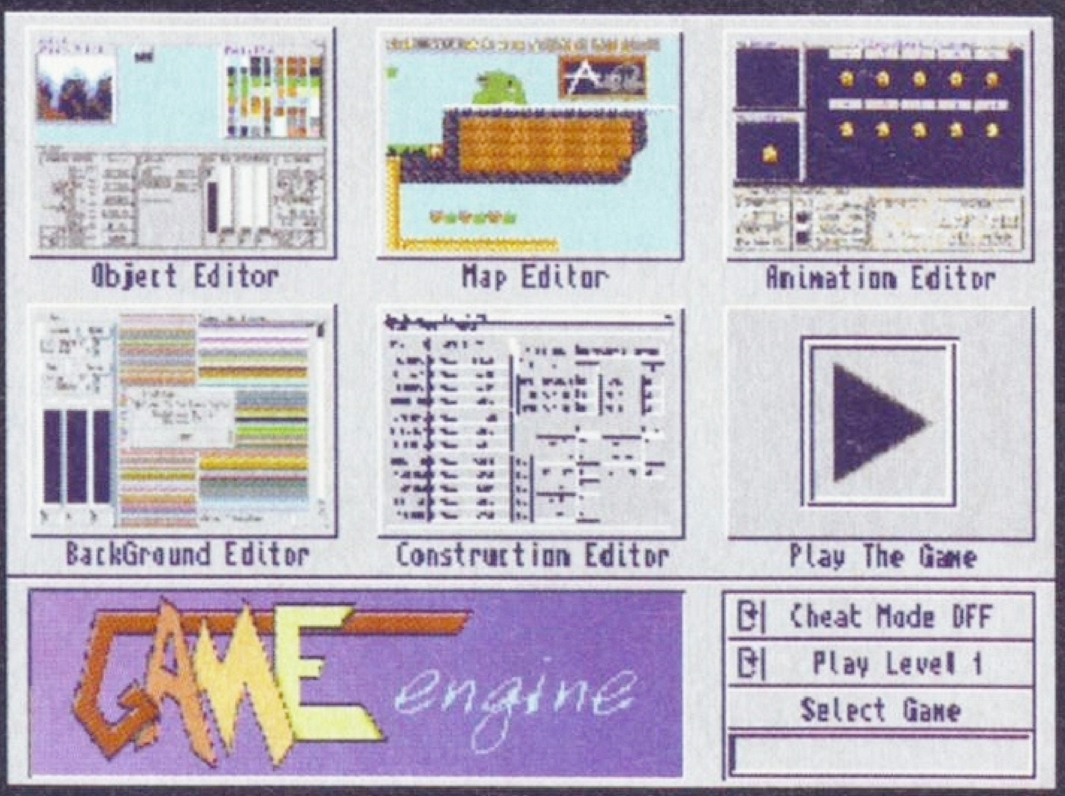
AF Coverdisks

disk A
Game Engine



Create your own blockbusters with this excellent little program.

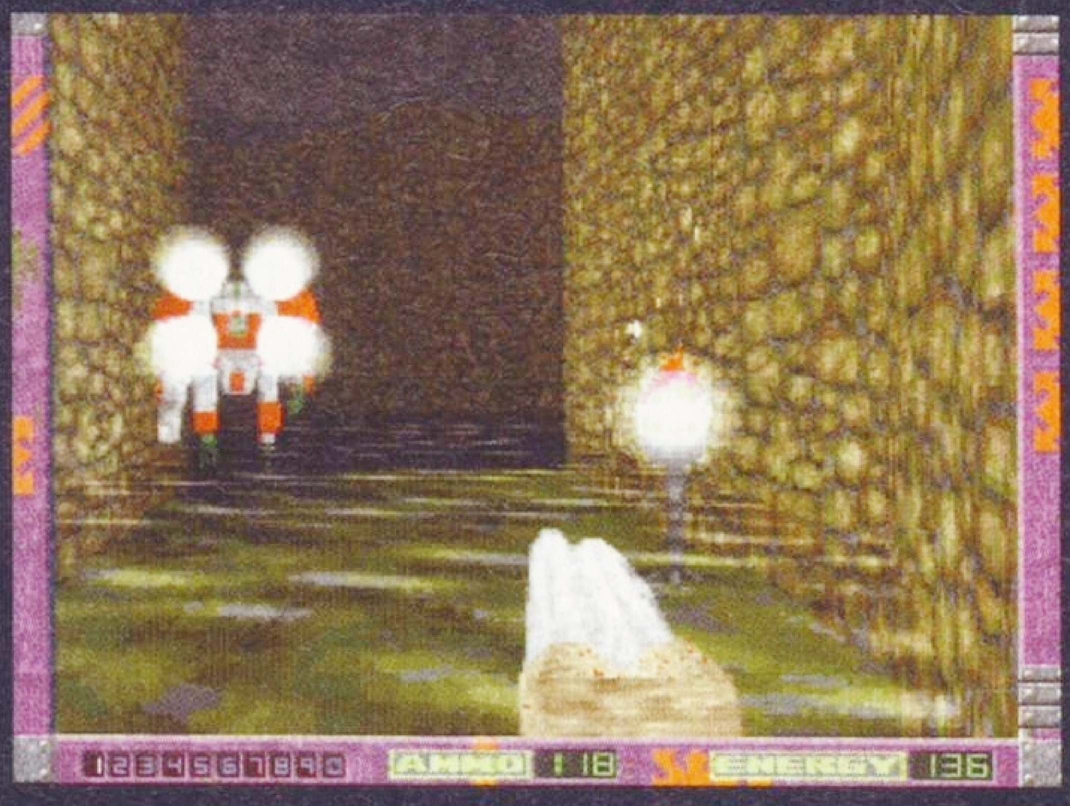
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This is just a taste of things to come but it should be enough to whet your appetite. *The Killing Grounds* are here.





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MAY 1996

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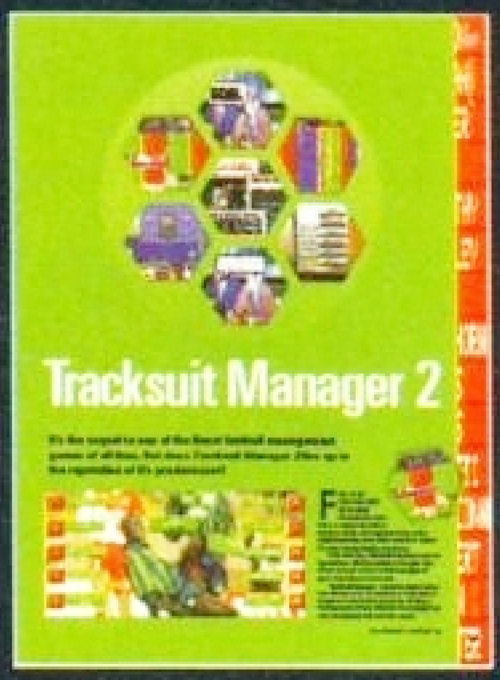
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IMAGEVISION P72 It may be easy to pass it by as just another multimedia thing, but *ImageVision* is apparently the easiest authoring system you'll come across.



TRACKSUIT MANAGER 2 P72 For some reason, the game buying public never tire of football. And *TM2* is more interesting than most.



FINAL GATE P52 An FMV CD[32] game that is actually quite fun and amusing, in spite of video clips that wouldn't look out of place on some Beadle TV show.



DON'T FORGET P20 If there is one thing you never have enough of, it's memory (or is it hard disk space, or money, or beer?) but what memory do you need and are all SIMMs similar?



LOCH NESS P24 For a bit of peace and quiet this month, we sent Andrea to see some chap about Ted Danson and the Loch Ness monster. The outcome was, I have to say, surprisingly interesting.



BLITZ BASIC P105 John Kennedy has got carried away with himself again, but you will find out how to code your own menus and requesters in this month's installment of the best Blitz tutorial going.

Month In View

A new Amiga, A new pinball game, a new version of *Lightwave*, and something even more exciting...

BLIMEY! Escom seem to have stolen my vacuum cleaner to use as a prototype casing for the new Amiga. I must say I didn't really believe Graeme when he came back from CeBit, but unless he is playing some incredibly bizarre practical joke, the successor to the A1200 may look more at home in the cupboard under the stairs than on your desktop. But once you get past the rather unconventional exterior, there are some truly wonderful features. A CD-ROM drive as standard is a blessing, and thankfully, PCI ports are included which should ease the connection of cheaper hardware designed for the mass market. Check out the latest news on page 12.

I was a little distracted this month though, because *Slam Tilt* arrived. This is the first pinball game I have ever played and wished that someone would build real life tables based on it. I wholeheartedly agree with Mr Jones on page 42, except I thought he was a little harsh on the Pirate table (because he isn't any good at it). Oh, and watch out for the next month page...



SuperDouble CD Pack



The superb SuperDouble CD-ROM is back! Using an excellent 2.4 speed drive from Sony, this CD-ROM provides outstanding performance at an amazing price. With a 360Kb/s data transfer rate and a 230ms access time, the SuperDouble CD-ROM provides all the speed for the power user.

The SuperDouble is fully compatible with the new Squirrel MPEG card, supporting the industry standard VideoCD (White Book) format.

The SuperDouble CD-ROM pack includes the award-winning AGA Experience CD-ROM - rated 93% in issue 79 of Amiga Format. This CD-ROM is crammed full of pictures, utilities, demos, animations and tools for AGA Amigas. The SuperDouble pack also includes the latest Aminet CD-ROM. This disk is brimming with the latest PD, shareware, utilities, demos and picture files from the Aminet archives on the internet.

A *full* classic Squirrel is also included in the pack. This allows easy connection of any SCSI peripheral to the A1200. The package has all the necessary drivers and software for easy connection of hard drives, CD-ROMs and removable disk drives, such as the Zip™ Drive, to your Amiga.

Squirrel MPEG



The SCSI MPEG Player for your Amiga, Atari, Macintosh & IBM-PC Compatible

Bring the cinema into your home and onto your computer with Squirrel MPEG™. Playing the popular VideoCD and CDI CD-ROMs as well as raw MPEG streams, Squirrel MPEG brings high quality digitally mastered images and 16-bit stereo sound to you and your Amiga.

Squirrel MPEG is a SCSI peripheral that can be used in conjunction with any SCSI controller, such as the Classic Squirrel™ or Surf Squirrel™, and any VideoCD compatible CD-ROM. Squirrel MPEG can also be used as a stand-alone unit, with a SCSI CD-ROM, as an addition to your TV, Video and Hi-Fi setup.

Available from March 1996, Squirrel MPEG is the latest in an established line of ground-breaking products, for you and your Amiga, from HiSoft Systems.

jaz

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- 6MB/sec

Jaz is a revolutionary 1Gb removable hard disk system for any Amiga with SCSI. Like a Zip drive on steroids, Jaz provides astonishing performance. Offering data transfer rates of up to 6MB/s and access times of under 12ms.

For full information on this amazing SCSI peripheral contact HiSoft Systems.



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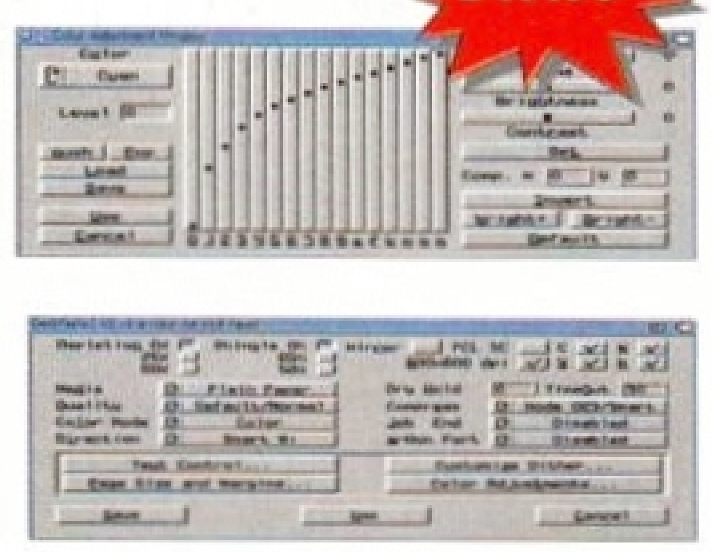
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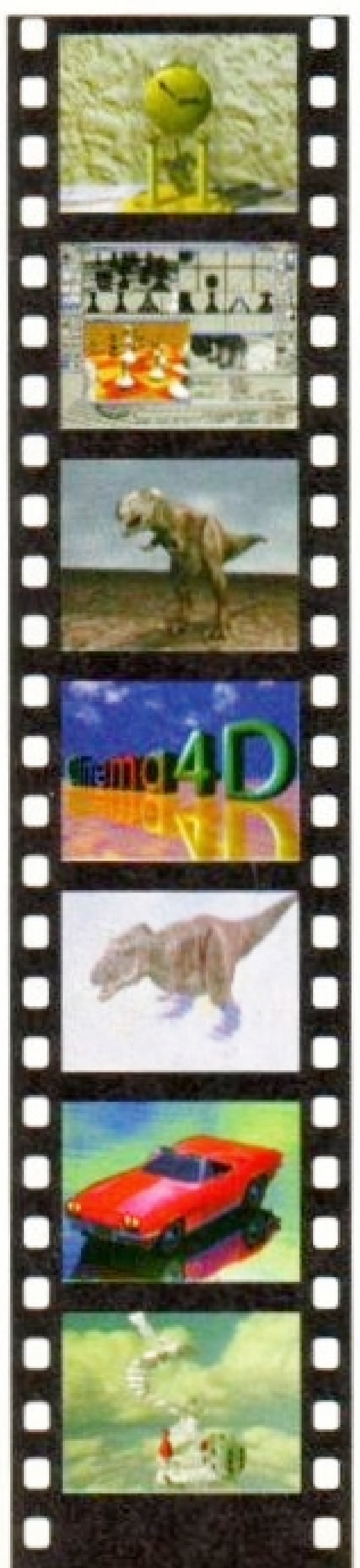


Set every conceivable print option from the Studio preference program

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Professional Ray-Tracing and Animation for your Amiga





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The Cinema4D animator brings you even closer to the world of "virtual reality", breathing life into objects and scenes. Whether you have your spaceship dock with a spacestation, or take a tour around the darkest dungeon - with Cinema4D it's so simple. Just a few mouse clicks and you will have your objects move realistically through time and space.

Cinema4D also includes MagicLink, the flexible object converter. MagicLink converts all popular object formats (Imagine, Sculpt, DXF, Reflections, etc.) to Cinema4D format & back.

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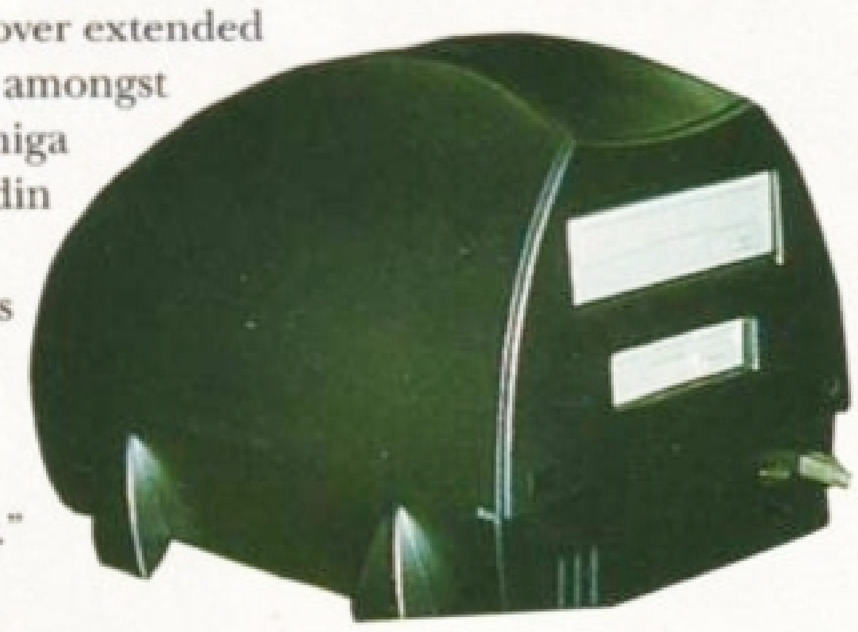
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New money, New Amiga

In spite of disappointing financial results, investors are still behind Escom. That was the message the company was keen to get across in the wake of poor financial results, and shortly before Amiga Tech. revealed their prototype new Amiga at the CeBit'96 show (see over the page for a detailed report).

Essentially, the company has made new shares available to raise over 30 million DM on the investment markets, money which will stem fears of a takeover and scotch rumours that Escom has become over extended with expansion into amongst other things, the Amiga market. Gilles Bourdin of Amiga Tech. was confident, "this gives Escom a more solid financial base, enabling it to develop successfully."



AMIGA FORMAT news

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- Surprises in store at the World of Amiga . . p16

PowerPC Amiga Update

Progress is being made on the next generation of Amiga's, and they may even arrive on time...

Whilst it may be a little hard to believe, such is the nature of these projects, the development of the PowerPC-based Amigas is actually progressing on time. Amiga Technologies are still expecting their new generation of super Amigas to be ready in the first half of next year.

Despite a horrendous $85-million loss made last financial year by Amiga Technologies' parent company, Escom, development has and will go on unhindered. Contrary to some of the wild rumours that have been circulating which claim that the loss in profit is due to the acquisition of the Amiga, the apparent poor performance of the company is due to its continued expansion.

The last financial year not only saw the purchasing of the Amiga's technology, but also the development of several new lines of PC's and peripherals and the acquisition of the Rumbelows outlets in the UK. According to Gilles Bourdin, PR Manager at Amiga Technologies, "the company has already received financial backing from several major banks, and will not only be able to cover its losses, but continue to expand and develop new products", which will include the Amiga.

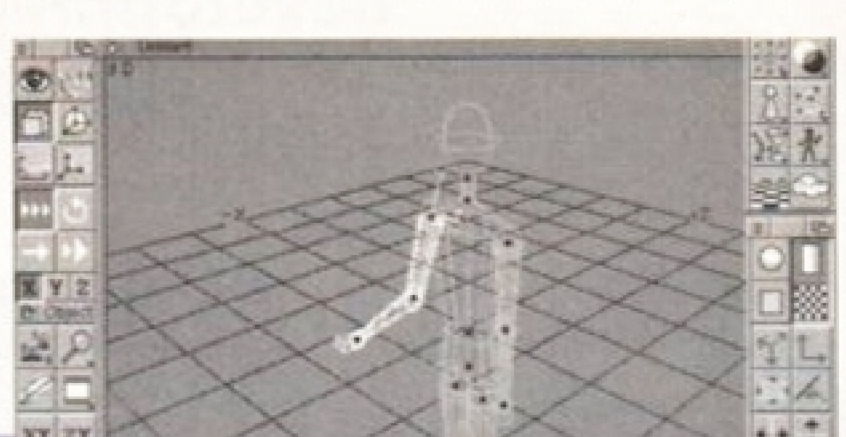
Phase 5's progress on its line of PowerPC accelerator boards is also progressing on time and should be ready sometime towards the end of this Summer. By which time work should be completed on a OS (Operating System) capable of handling this new technology.

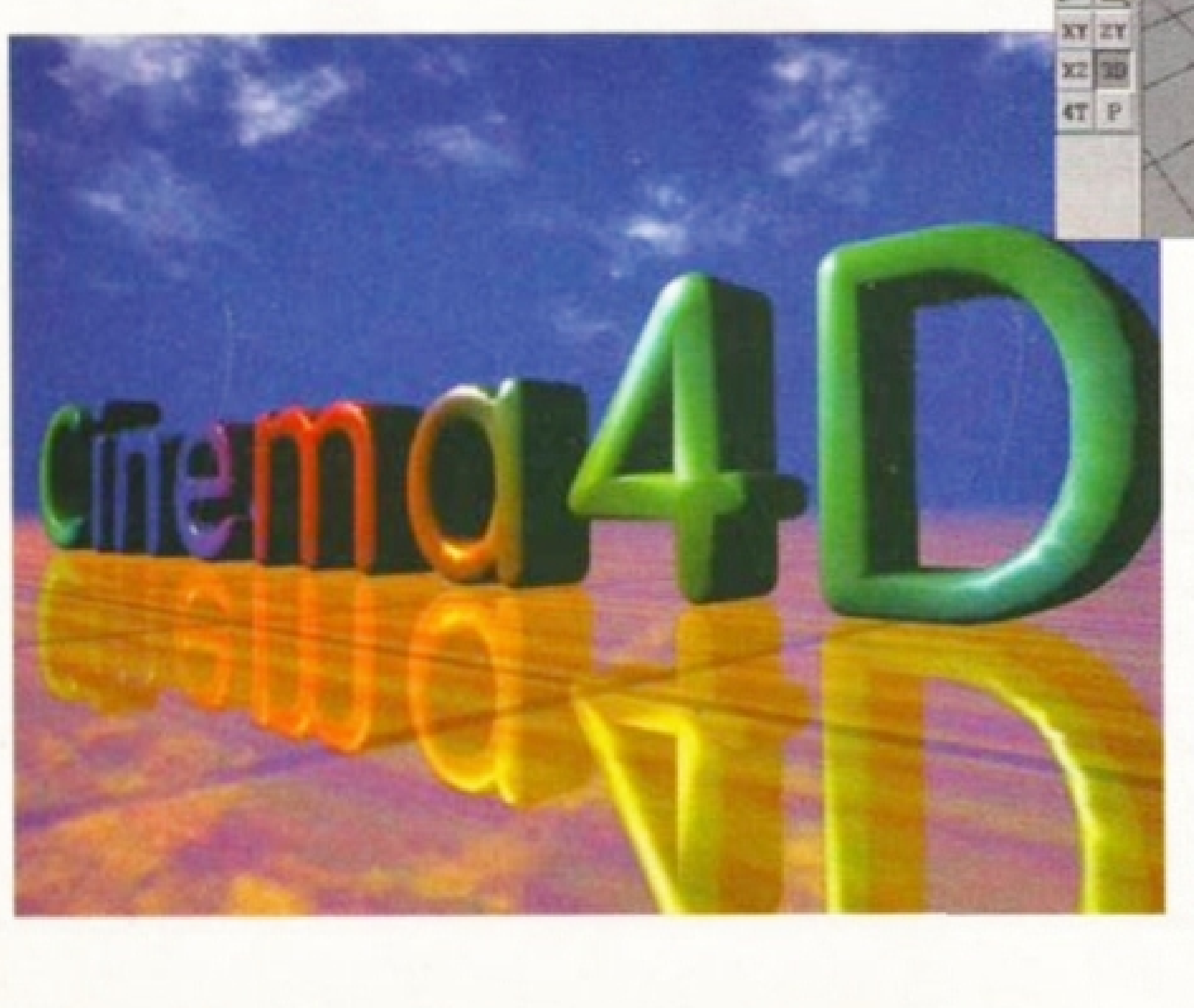
Judging by developments in the computer industry in general, it would seem that Amiga Technologies have indeed made the right decision when embracing the PowerPC as the foundation for the next generation of Amigas.

At this year's CeBit show it was confirmed, as speculated on in last issue's news, that a PowerPC model of the Sega Saturn is being worked on. A fully working prototype from Hitachi was on display and plays, with *Sega Rally* at least, faster than the original model. This, along with other developer projects, bodes well for support of the PowerPC platform.

Amiga software developers are also 'porting' their existing products to PowerPC-compatible code – Maxon, for example, already have a working version of their popular raytracing program *Cinema 4D* (see *AF79*).

Although undoubtedly the hardest part of the project will be porting the Amiga's unique operating system to this new processor, the future of the Amiga is looking very good indeed and you can be sure we will keep you up to date with new developments as they happen.



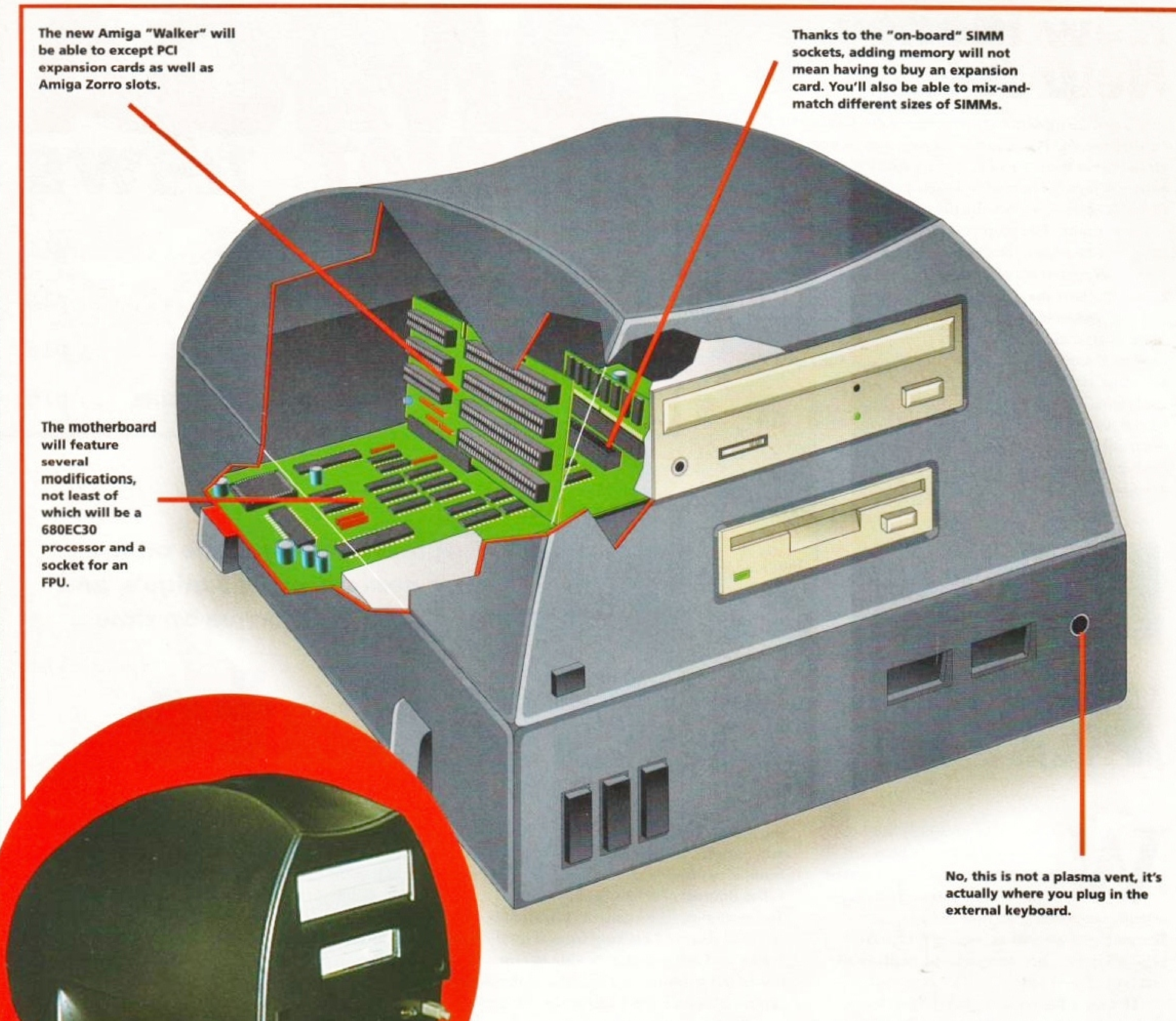


Maxon have created a version of *Cinema 4D* that will be compatible with the new PowerPC.

"Eyetech should crack open the champagne for a job well done."

David Taylor reviews the successor to the SX-1

SX-32 **PAGE 75**



Amiga Tech. have taken their time with the development of the new Amiga but, at last, the "MindWalker" – on show at CeBit.

The New Amiga

Once again, it seems that Amiga Technologies are intent on avoiding the mistakes that their predecessors, Commodore, made.

When they were first established the company was immediately bombarded with requests for a new Amiga, but rather than make promises they couldn't keep, Amiga Tech simply stated they were researching new ideas.

Now, when they have a functioning prototype, they are ready to unveil the first new Amiga in 4 years – codenamed MindWalker. Don't worry, by the time the production model is available Amiga Tech will have hopefully thought of a less "unique" name – like the A1400 or something.

The machine was on show in March at Europe's premiere computer show – CeBit in Hannover Germany.

As you can see from the pictures on this page the design is something of departure from the Commodore design ethos. Instead of the usual beige box or an equally beige all-in-one unit, like the A1200, Amiga Tech have opted for a revolutionary design that looks nothing like an Amiga – or pretty much any other computer.

Affectionately dubbed the "Hoover", the new Amiga was designed not to look too much like a computer so that it can easily blend into

your living room without visitors thinking you are some sort of computer nerd. You could quite easily introduce this new Amiga to people as, "My silver box, that allows me to connect to the Internet and do other cool things".

However there is a lot more to the new Amiga than simply a different look. The main thrust of the requests from Amiga-users, was for a more powerful and expandible version of the A1200. This is exactly what, despite its concept car-like outward appearance, the "Walker" is. It, like the A1200 at its inception, is intended to be an entry-level machine that can still be expanded later on.

However, times have moved on now and people are demanding more power from their computers and to meet this need the "Walker" has been fitted with a 680EC30 CPU running at 40MHz. If users are going to be involved in a lot heavy mathematical calculations, such as 3D graphics or image processing, they will also have the option of fitting an FPU (Floating Point Unit) straight onto the motherboard.

ADD-ON AND ON AND ON...

Having learnt a lesson from Commodore's mistake of not supplying enough of their machines with fast memory, or even making a provision for adding memory without an expansion card, the new Amiga has a new memory system. It is now possible to add industry-standard SIMMs to the motherboard. Up to a maximum of 128Mb of RAM can be added in this way via two SIMM sockets that can mix-and-match different sized SIMMs. The machine is going to be supplied with either five or 6Mb as standard (including 2Mb Chip RAM), which will mean that the machine will be able to perform at its best. You can expect the "Walker" to be on the same performance level as many accelerated A1200s, especially if you add an FPU.

However the real triumph of design is its incredible modular expansion system. Thanks to a unique expansion bus you will be able to add-on a variety of different peripherals. You will be able to choose between adding Zorro or PCI expansion slots as the bus supports both types. This means you'll be able to take advantage of either relatively cheap PCI peripherals from PC manufacturers or make use of existing and new Zorro-based cards. In this way you can enjoy the benefits of cheap hardware, take advantage of the new PowerPC boards that will soon be available and not have to throw away your existing cards.

MIX AND MATCH

This innovative expansion system will give purchasers of new machines the opportunity to either opt for monster tower system straight-away, or to build their machine up piece by piece as their budget allows. This kind of flexibility and number of expansion options is unavailable on any other platform and should hopefully bring a lot of serious-minded computer-users back to the Amiga.

As the "Walker" is essentially a souped-up A1200 it should retain a high level of backward compatibility. This means that your existing software collection should run quite happily on it.

The "Walker" is still in the prototype phase of development and some of the features and specifications may be changed slightly, but this is going to be the first in a new generation of Amiga's. The final model should go into production, along with Workbench 3.2, towards the end of this Summer and should do very well this Christmas. It should cost approximately 1500DM (£700-750) and will, like most PCs, come supplied with a quad-speed CD-ROM drive, HD floppy drive and a hard disk around the 500Mb mark.

On a related topic the next, next-generation of Amiga, the ones based on the PowerPC processors, are still on schedule and should be with us in the first half of 1997. The modular expansion system of the "Walker" is likely to form the basis of these new machines and indicates that we're in for a real treat. To find out more about these new machines and many other Amiga-related things why not visit the Amiga Technologies WWW page at:
http://www.amiga.de.



Graeme Sandiford overcame his claustrophobia to visit...

CeBIT 96



The *Jaz* drive will accept cartridges that contain 1Gb of data and it looks trendy to boot.

With grounds equal to the size of most town centres, the new Amiga was by no means the only new product on show at CeBit '96. Amongst the legions of boring PC products there were some innovative new products that will be of interest to Amiga-owners.

Perhaps the two most intriguing items were two new removable storage devices. Iomega and SyQuest are set to clash heads again with the forthcoming arrival of the *Jaz* drive and the SyQuest *SyJet*. The companies are already in fierce competition with SyQuest's *EZ135* and Iomega's *ZIP* drives struggling for portable media dominance.

Both the *EZ135* and *ZIP* drives are impressive products that offer outstanding value, but these two new products will be offering over 1Gigabyte of portable data storage capacity. As you can imagine, having 1 Gb of data on a single cartridge is certainly good news for people working in areas of the computer industry that have data storage requirements, such as those involved with multimedia, graphics and music.

The *Jaz* drive is pretty impressive and has many similarities with its little brother the *Zip* drive. It has similar styling (a floppy-drive-meets-walkman look) and the cartridges appear quite similar. The drive accepts 1Gb cartridges and can manage sustained transfer rates of between 3.77 to 6.73Mb/sec with a maximum burst rate of about 10Mb/sec. The *Jaz* will be available in the UK early this Summer and will cost about £500.

SyQuest's answer to this new drive, is the *SyJet*, a slim-line 1.3Gb drive with a rather gorgeous casing that manages to look both futuristic and classical at the same time. Performance wise there is little difference between it and the *Jaz* – it has a sustained transfer rate of 4Mb/sec and a maximum burst rate of 10Mb/sec.



The *SyJet* from SyQuest not only looks hot, it can also store 1.3Gb on each cartridge.

If you want to see the Amiga "Walker" for yourself then pop along to the World Of Amiga Show – checkout our guide.

SHOW-GUIDE PAGE 16

Declining PC Sales Hit Escom Hard

Escom, one of the leading PC manufacturers in Germany and parent company of Amiga Technologies Gmbh, announced a loss of $85 million for the year ending1995.

Blaming falling sales on a drop in market demand and inventory write offs, the results are already sending shockwaves throughout the global PC and US high technology sector.

Following suit, Compaq, the world's largest personal computer manufacturer, witnessed an acute drop of 16 per cent in its share price. Related to investor fears of lower profits due to failed sales targets, the company has adopted an aggressive strategy of lower hardware prices and higher marketing spend in order to compensate.

The trends are viewed by analysts as a sign of increasing consumer dissatisfaction with the complexity, difficulty of use, and expense of the PC.

Scheming Celt Turncoat Defects

"Tall Bloke". "Scottie". "McGill". "Scheming Celt Turncoat." Whatever name chosen to call him, the story's the same. Steve McGill (47) has coldly and callously chosen to defect to those wacky Wakefield teamsters, Team 17 (where all old Amiga Format employees seem to end up). We have of course, sent advanced messages of sympathy to Team 17. We're also prepared to counsel them for the three months it takes before they decide to sack him.

He will be sorely missed by the office cleaners.

Amiga Format's Top Ten Reasons to buy a CD-ROM Drive


CD-ROMS can store hundreds of images like this.


Due to popularity, the price of CD-ROM drives is falling all the time.

1. Massive storage potential of 650 Mb equivalent to over 700 floppy disks.
2. Cheaper production costs of CD's leads to cheaper software.
3. The growing educational world of multimedia is opened up to be explored.
4. The drive doubles up as a CD player that can be connected to your Hi-Fi.
5. Access to non-Net users of Aminet's prestigious and massive files.
6. Kodak photo CD access is as easy as installing simple to use software.
7. Provides a firm base for Amiga MPEG add-Opens the world of Full Motion Video CD's.
8. Takes up a fraction of the physical space required to store hundreds of floppies.
9. Raises the base standard and profile of the machine. No more floppy only games.
10. Amiga Format are going to covermount a CD-ROM from next month onwards.

NetCorner

PROVECTOR-USERS GET ON-LINE SUPPORT

The Amiga's favourite vector-based drawing package will soon have a dedicated Web site at: http://www.ezlink.com/-stylus/provector.html.

As well as providing on-line technical support to users of Stylus' *ProVector* program, the site will provide detailed specifications of *ProVector*, *StylusTracer* and *PSImport*.

The site will also include a demo version of *ProVector* and will soon have example graphics, import and export drivers, updates and ARexx macros. With reference to the new site and e-mail address, stylus@ezlink.com, Jeff Blume of Stylus Inc commented,

"We hope this new e-mail address will help to improve technical support for our international customers". Hopefully other Amiga developers will cotton-on to this excellent method of providing international support.

EUROPEAN UNION BACK ATTEMPTS TO IMPROVE INTERNET USE

Keele University has received a grant from the European Union to research ways of making more effective use of the Internet. Based on the University's own use of the Internet, the project, will examine and analyse the theoretical and conceptual background of the Internet.

A1200 MISTAKEN FOR PC SHOCKER

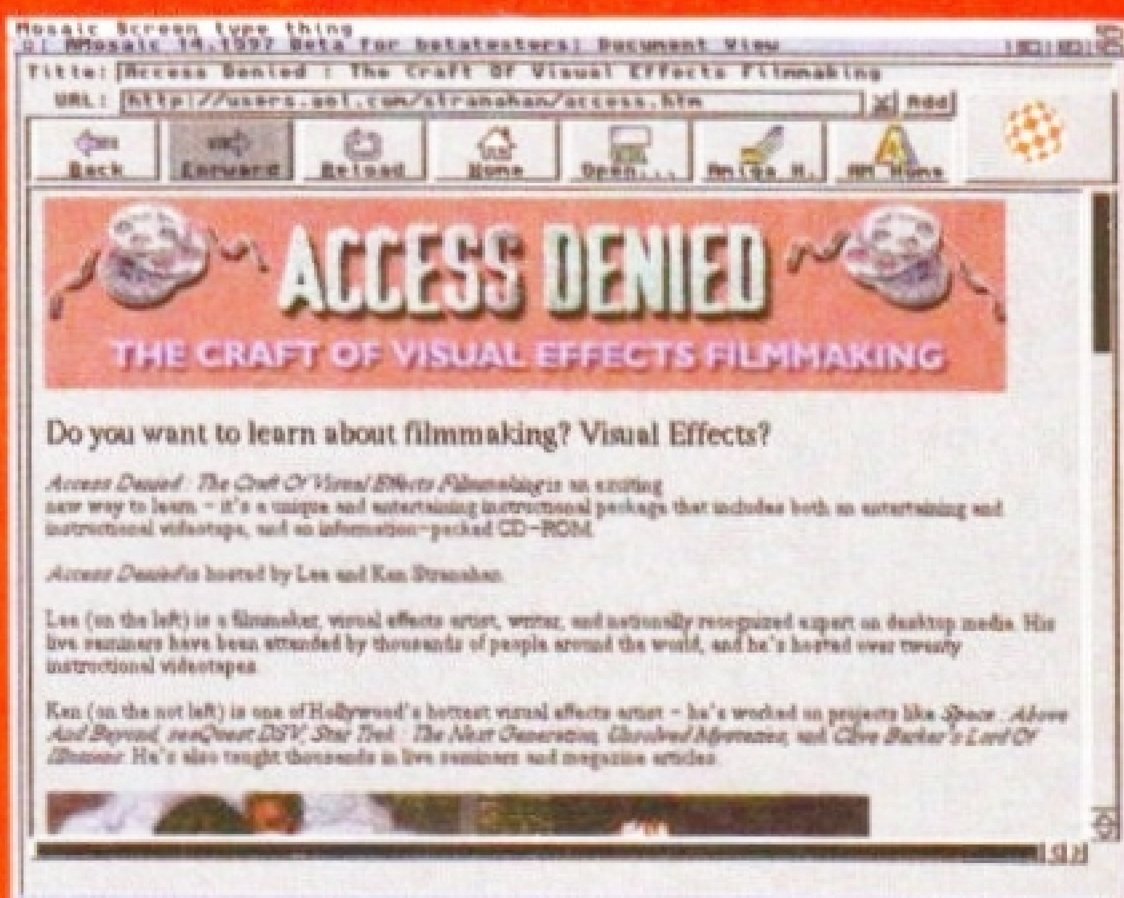
At CeBIT '96 there was mention of a new Internet PC by a few journalists in the Press Centre. Apparently there was a special cut-down PC that would give users access to the Internet for around the £500 mark.

Yep, you guessed it this incredible slim-line single unit PC that was attracting so much attention from the Internet-hungry visitors was our very own A1200 Surfer pack. As Amiga Tech. are part of Escom there were several Amiga's on the same stand as their PC lines and these visitors were taken unawares by the fact that these machines were not PCs. I guess they must have also thought that the machines were running a new version of Windoze 95.

It's obvious that, when stripped of their prejudices, even PC-users have to admit the Amiga offers outstanding value. Hopefully shoppers who visit Escom's high street stores will make the same "mistake".



Believe it or not, and feel righteously indignant, many visitors to the CeBit show thought the A1200 surfer bundle was a PC.



Access Denied is a Website setup by those jolly clever Stranahan brothers. It promotes their new video and CD-ROM.

SUB £100 MODEMS

The fight to get as many people on to the Internet, while making as much money

Market In Turmoil



Mindscape are still currently developing *Tiny Troops*. It may help their balance sheet.

Leisuresoft, a seasoned UK hardware and software distributor, has been placed into voluntary administration as of Monday 18th March 1995.

Viewed as a move intended to protect Leisuresoft's creditors, the fate of the struggling distributor is viewed as further evidence of poor market conditions. (see *Amiga Format* 82, 'Bursting Bubbles')

As if to reinforce the feeling of gloom, Mindscape has recently posted a £6.9 million loss for 1995.

Cited by Mindscape as a reflection of a slacker than projected market, high development costs and intense competition, the beleaguered company sees the year ahead being as tough, if not tougher than 1995.

Although not good news for the Amiga market, it does point to the need of a middle ground, easy to use, affordable machine which is neither too expensive in hardware or software terms.

The release of the new Amigas in conjunction with the Surfer bundle could provide relief for a struggling industry.

THE WINNERS OF THE NFA COMP WERE:

E. Starkey, Chesterfield. Mr G. Bamkin, Nottingham. Mr. Eric W. J. Ashton, Lancashire. L/Sgt A. J. Brady, Germany. S.D. Turnbull, Cambs. D. J. Berge, Netherlands. Graham Parr, Staffs. David Lee, Cheshire. Mr F. Fortune, Fife. Mr D. Beasor, Germany.

EACH WINNER WILL RECEIVE A COPY OF THE SADENESS/NFA CD "THE AGA EXPERIENCE".

as possible, is heating up with two of the best known manufacturers producing sub-£100 14.4K modems. USRobotics are now supplying their *Sportster VI* Modem at the new low price of £99.

Hayes Microcomputer Products are supplying their similarly specified *ACCURA 144* modem for £89. This puts Internet-capable modems within the fiscal grasp of more computer users, so be on the look-out for these and other cheap modems from your local stockists.

STRANAHAN BROTHERS GO ON-LINE

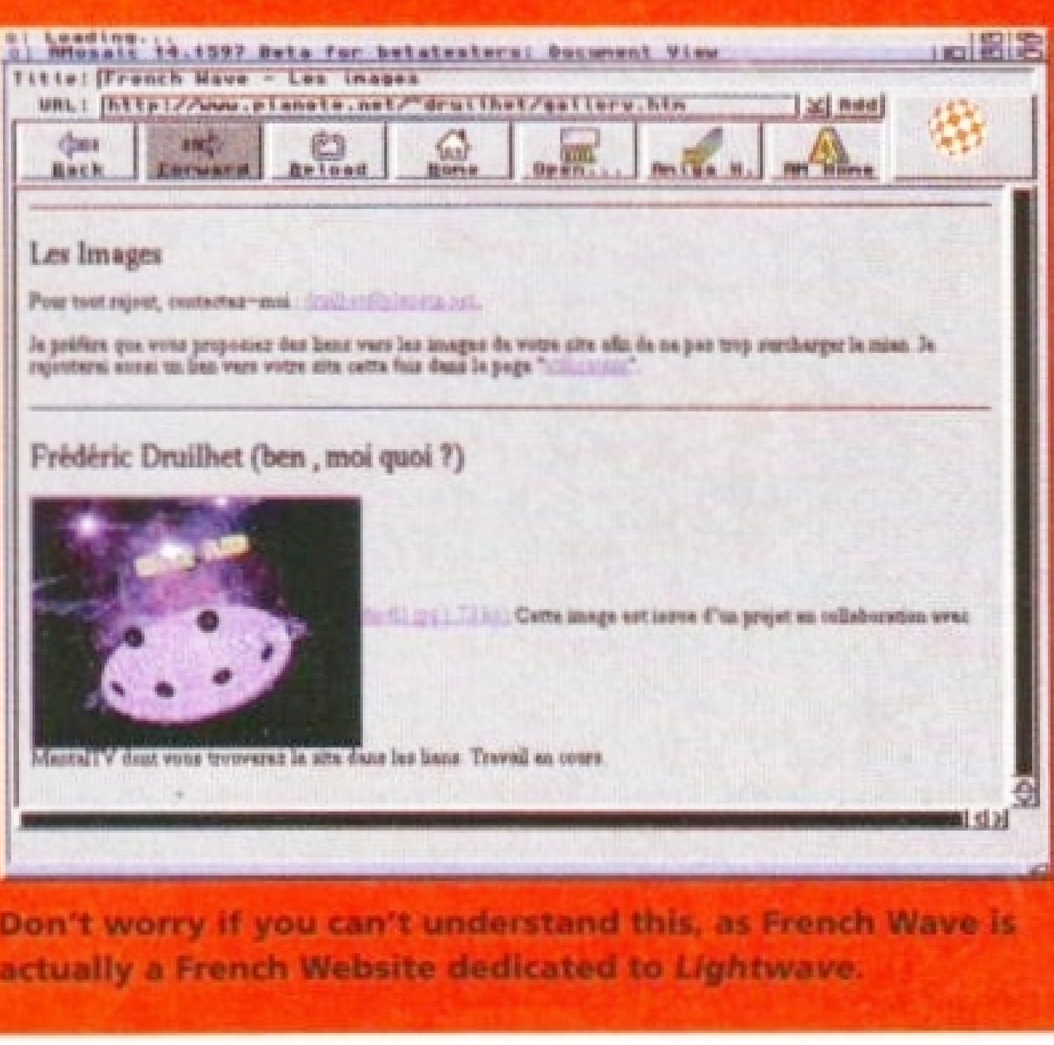
Two of the foremost *Lightwave*-users, and general special effects dudes, Lee and Ken Stranahan have set up a website to promote their new video and CD-ROM package.

Access Denied is a video guide to movie-making on a budget and producing special effects. As these two have produced 3D-generated graphics for just about every TV show you can think of and loads of films, you can expect to find a wealth of useful information. The Access Denied site is located at: http://users.aol.com/stranahan/access.htm.

NEW LIGHTWAVE SITE

As well as the official Newtek site, there's a new website dedicated to this fab package. Based in France, and written mostly in French at the moment, French Wave contains plug-ins, images and utilities, all for *Lightwave*.

The English version of the site should hopefully be up and running by March 31st (by the time you read this) and can be found at: http://www.planete.net/~druilhet/.



Don't worry if you can't understand this, as French Wave is actually a French Website dedicated to *Lightwave*.

The Bradford Column



I've never been one of those cynics who questioned the Great Lord Escom's intentions when he flashed the cash at the liquidator, but witnessing the recent machinations of the Escom marketing machine is causing even a simple soul like me to think a bit.

The Commodore name has been tagged onto a range of anonymous PC peripherals and is being thrust in front of consumers everywhere. Maybe I take things too personally, but it's a bit like seeing a picture of your beloved ex-girlfriend in the local paper after she has got engaged to a red sports car-driving fool who frequents the Golf Club.

In comparison, the amount of creative marketing (and cash) apportioned to the Amiga is virtually non-existent. Actually, forget about 'virtually'. And forget about 'in comparison' too. They're like a kid with a complex new toy, who ends up playing with the packaging instead.

They're like a kid with a complex new toy who ends up playing with the packaging instead

Sadly, the subliminal messages Escom are transmitting to the trade, by their almost bloody-minded intransigence, inactivity and reluctance to spend any money whatsoever, are sending even the most Amiga-devoted software publishers off to the (perceived) sunnier climes' elsewhere.

Not that they necessarily are sunnier, of course. The biggest-selling Amiga release of recent years – *SWOS* – was converted to the PC almost a year later and, quite frankly, it hasn't set the world alight. Sales figures can only be a fraction of the Amiga's, and no wonder: it's a bloody travesty. It's managed to lose all the charm of the Amiga version and scrolls (even on a Pentium 133) like an Atari ST release from 1987. The door's still open, Sensible, and if this is the way forward you'd be foolish to close it behind you.

If an AT CD-ROM drive arrives sometime soon, purchasers will have an absolute bean feast on CD32 software. I've seen shops selling reasonable titles for as little as £2.99 each lately, which should comfortably fill the void before new titles are released.

Having said that, if AT's previous sense of vibrancy, timing and marketing nous is anything to go by, most of those shops will have been converted into cafes, opticians and fast food operations by the time the drive appears...

Yes, he is a Welshman. But that doesn't make him wrong. Shoot him down in flames via e-mail at: 101560.2770 @compuserve.com or fax him on: 01633 896087.

The opinions expressed here are those of a Welshman who is an ex-retailer, but not necessarily those of *Amiga Format*.

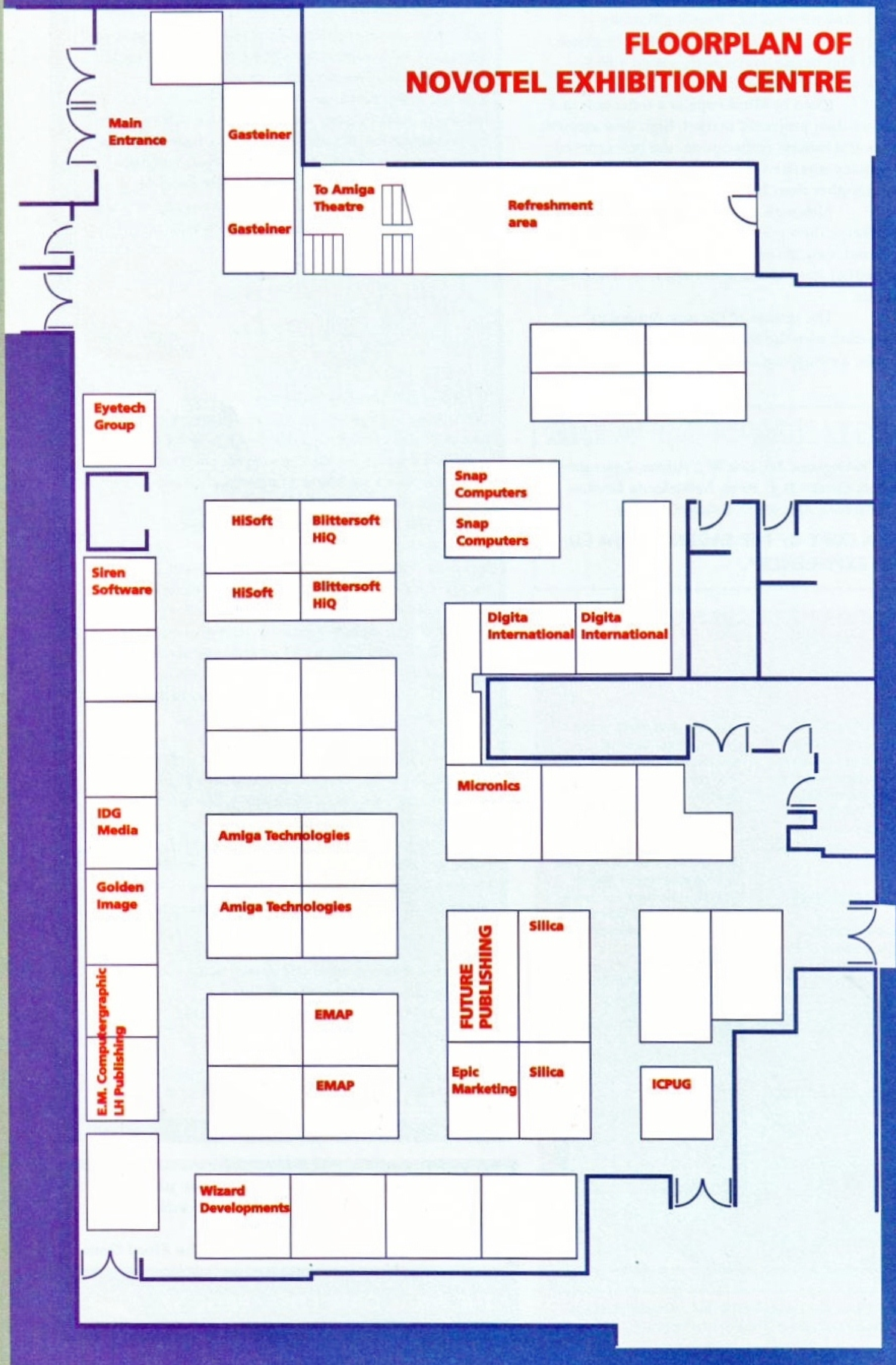
"You are a rubber suited hard dude placed at the bow of a powerboat armed with a big gun."

Steve McGill on *The Final Gate*

THE FINAL GATE CD32 PAGE 52

World of Amiga Show

If you're a real Amiga fan then you can't afford to miss it. Get your tickets and we'll see you there.



Exciting things are afoot in the Amiga world; there's a brand new Amiga (see pages 12 and 13), loads of new hardware products and oodles of software. Of course the best way to keep up on events in the Amiga world is to read the wonderful mag that you're holding in your hands right now, but if you are looking for a more corporeal experience then you'd better book your train ticket to London right now. The World of Amiga show is making it's triumphant return on the 13th and 14th of April and is definitely worth a visit for any Amiga-user worth their salt. Tickets will costs £7 for adults and £5.50 for kids.

The show is being held at the Novotel in Hammersmith (London) and will be the venue for many an Earth-shaking event and release. Two of the biggest crowd-pullers will be Amiga Tech. and Micronics.

Amiga Tech's stand will obviously be attracting a great deal of attention as the first new Amiga in four years will be on show in the UK for the first time. Called the Amiga MindWalker, at the moment at least, this new machine features a futuristic casing, a 680EC30 processor, on-board SIMM and FPU sockets, a quad-speed CD-ROM drive, a HD floppy, a hard drive and a revolutionary new expansion system as standard.

Micronics will be turning a few heads with their A1200 tower systems which will be shown to the UK market for the first time. This new tower casing operates on a plug-in system that will enable A1200-owners to slot in their mother board and peripherals quickly and easily.

Of course there will be tons of other stuff on show as well, such as the Surf Squirrel (and hopefully the new Jaz drive) from HiSoft, the SX-32 from Eyetech, the Siamese system from HiQ and a host of accelerators, SCSI controllers and hard disks from companies like Power Computing, Gasteiner and Siren Software. Oh I almost forgot we'll be there to, with the rest of Future Publishing's Amiga titles.



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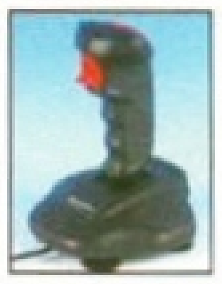
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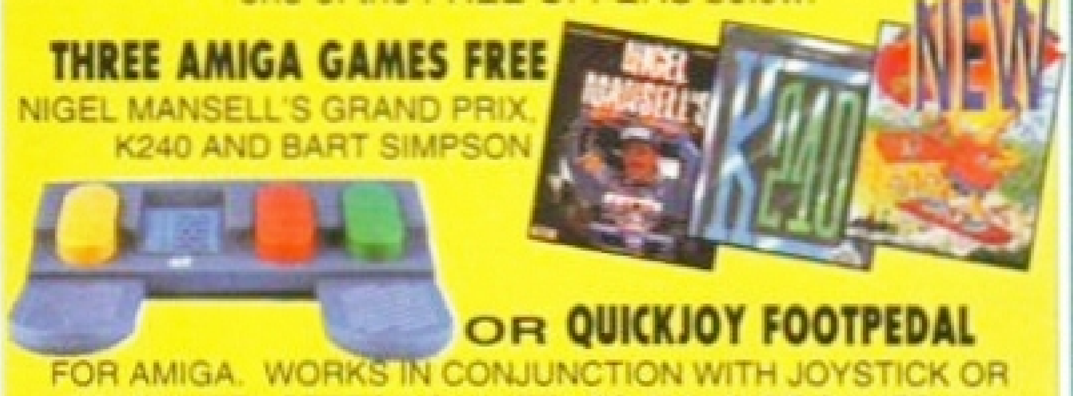
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Amiga A1200 & Compatible

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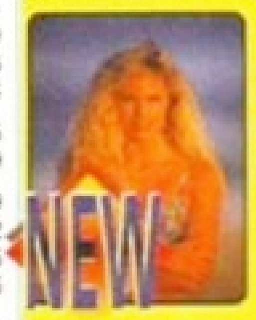
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John Kennedy tells you everything you ever wanted to know about memory, but um... forgot.

DON'T

Memory is one of the great essentials of computing. Along with processor speed and hard disk size it's essential to get the right amount. Although the Amiga is typically frugal with memory, it still needs quite a lot to perform at its best.

The answer to the question "How much memory do I need?" is simple. It's always "more than you currently have". The standard A1200 comes with 2Mb of Chip RAM, permanently attached to the main circuit board (so does the CD32 by the way) which is enough to run Workbench, one or two utilities and an application. However, with no Fast RAM, the A1200 can struggle. When you start to get low on memory strange things can happen – unexplained crashes, bizarre printing problems, corruption of data – that kind of thing.

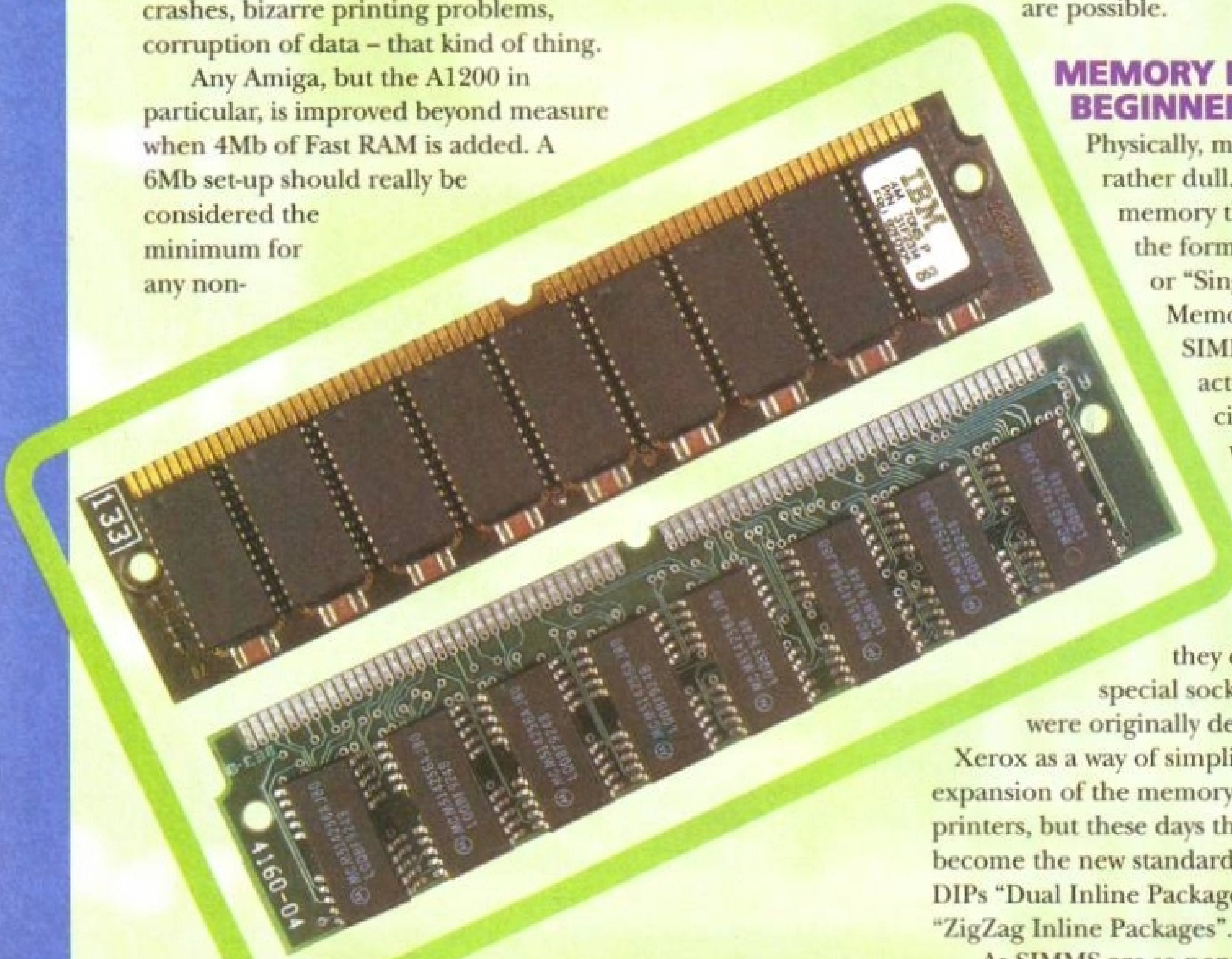
Any Amiga, but the A1200 in particular, is improved beyond measure when 4Mb of Fast RAM is added. A 6Mb set-up should really be considered the minimum for any non-games users. (Most games are normally written expecting only 2Mb of Chip RAM and won't even notice any extra memory).

With 6Mb you can start to experiment properly with your Amiga, and explore its capabilities in depth. Everything from animation to desktop publishing to programming becomes a lot faster and a lot more fun. Add more memory and you can start to play with topics such as image processing at a professional level. Ray tracing speeds up and more complex models are possible.

MEGAWHATS?

Memory is measured in units called "bytes", and one byte can store a value between 0 and 255. The next step up is a "kilobyte" or "Kb" which for reasons of binary arithmetic, isn't 1000 bytes, but 1024 bytes. A Megabyte ("Mb") is 1024 times 1024 bytes. A "Gb" is 1024 Megabytes.

A common trick which console game manufacturers play is to quote cartridge sizes in "Megabits". Since there are eight bits in a byte, they can say their game is "8Mb" and actually mean "1Mb". Tch.



MEMORY FOR BEGINNERS

Physically, memory looks rather dull. Most memory these days is in the form of "SIMMs" or "Single Inline Memory Modules". SIMMs are actually small circuit boards with individual chips soldered directly to them, and they clip into special sockets. They were originally developed by Xerox as a way of simplifying the expansion of the memory of laser printers, but these days they have become the new standard, replacing DIPs "Dual Inline Packages" and ZIPs "ZigZag Inline Packages".

As SIMMS are so popular, most Amiga expansion systems come with sockets for one or more SIMMs, and this makes expansion and upgrading quite straightforward.

SIMMs are almost, not quite, a standard. There are many different types and it is essential get the right sort. To start with, SIMMs come in different capacities. The usual sizes are:

1Mb
2Mb
4Mb
8Mb
16Mb
32Mb
64Mb
128Mb

Not all expansion boards can deal with all sizes. Different boards deal with different modules in different ways. Some can mix and match (for example, one 4Mb and one 8Mb) some can't. Check before you buy! If the board you are buying has one SIMM, it's worth buying the largest SIMM you can afford. If you buy a 1Mb SIMM and then realise you need a 4Mb, you will recover only a fraction of the price you paid for the 1Mb SIMM.

You'll also hear about SIMMs having "parity". Parity takes the form of an extra bit in every byte, and it is used by some PCs to check that the memory is reliable. With modern memory, parity checking isn't very relevant anymore and the extra chips required simply increases the price. When shopping for

Standard Amiga Memory Amounts

A1200

2Mb of Chip RAM soldered directly to the motherboard. Trapdoor expansion slot allows cards with extra Fast Memory to be added. Alternatively, a card with a faster processor can be added, again with sockets for extra Fast Memory. There is also a PCMCIA socket on the A1200, to which up to 4Mb of Fast RAM can be added. The PCMCIA socket is not as fast as the trapdoor, and the performance of memory added in this way is poorer.

CD32

2Mb of Chip RAM soldered directly to the motherboard. Using expansion modules such as the SX-1 or SX-32, it is possible to add up to 8Mb of Fast RAM.

A4000

Five 72-pin SIMM sockets on the motherboard. One socket is for Chip RAM, and can be fitted with 1Mb or 2Mb modules. The four other sockets are for Fast RAM and will support 1Mb or 4Mb SIMMs. It is not possible to mix these: they must all be a 1Mb or all 4Mb. tip: when buying an A4000 with 4Mb of Fast RAM, make sure it is in the form of one 4Mb SIMM rather than four 1Mb SIMMs.

A500

512K of Chip RAM. A trapdoor allows up to 512K more. An expansion bus allows up to 8Mb of fast. Various hacks and plug-in processor accelerators make almost any amount of

FORGET

memory, select non-parity SIMMs to try and save a few pounds. Parity memory should work perfectly in Amigas, but nothing will be gained.

An often overlooked aspect of memory, is speed. SIMMs are usually rated as operating at 60, 70 or 80 ns (nanoseconds). With no form of processor acellerator, 80ns RAM is usually sufficient. However, if you fit a processor which operates much faster than the standard A1200's 68020, you will need to ensure you have memory with the correct rating.

Speed of accelerator card	Speed of memory
25 - 28 MHz	80ns, 70ns, 60ns
33 MHz	70ns, 60ns
40+ MHz	60ns

You can use faster memory with slower processors (nothing will happen) although using slow memory with fast processors is not recommended, and could lead to crashes and errors. Some processor cards will detect slower memory (or can be set to detect it) and will work fine, albeit at a slightly slower rate than maximum.

You can tell the speed of the SIMM by examining it closely for writing. There should be a rating printed on it: a number ending in -6 or -7 or -8, or possibly -60, -70 or -80. If it says -7, this means -70ns and so on.

SIMMs differ in other ways as well. Some are double-sided, some are single-sided. Some have three chips on the board, some have more. Individually these SIMMs may work perfectly well, but when combined they may not work. In some cases there is nothing you can do but call in Scully and Moulder.

A new form of memory, EDO, has appeared in the last few months. EDO stands for "Extended Data Out" and it describes the way in which the chips present their data to the memory bus. EDO chips are claimed to improve performance on PCs, but Amigas are unlikely to see any improvement. On the contrary, EDO RAM may fail to work – although when we tested an 8Mb EDO SIMM with a Blizzard 68060 card it worked perfectly.

Older SIMMs came in 32 or 30-pin packages, and you'll still find these lurking on older Zorro cards or GVP hard drives for A500s. Hardly anything uses this size anymore, as we've all gone 32-bit which means 72-pin SIMMs are de rigeur.

VIRTUAL MEMORY

A phrase you will probably have heard is "virtual memory". To an application program, virtual memory is no different from ordinary memory and can be written to and read from as normal. However, virtual memory is actually stored on a hard disk rather than in a memory chip. Intelligent software "caches" the memory as pages and copies them to and from disk as needed. Obviously this is a lot slower then ordinary RAM, but it also makes it possible to run memory-hungry software on less well endowed hardware.

Some programs, *ImageFX* for example, include their own "virtual memory" routines although in these cases the term is misapplied. True virtual memory requires a processor with a MMU (memory management unit) and works in the background unknown to the applications. Virtual memory is one area where the Amiga lags behind operating systems such as Windows, but check out Aminet for programs such as "*Vmem*" and "*Vmm*".

SHOPPING FOR MEMORY

Recently the price of memory has taken a considerable dive, and you should now be able to source 4Mb SIMMS for around the £50 mark.

Several reasons have been put forward: the launch of Windows95 prompted speculation that more memory would be required, but the amount was over-estimated and there is now a glut. Certainly several American RAM manufacturers have since been forced to file for bankruptcy.

When shopping for memory, the advice is obvious: check the goods are exactly what you need, and then shop around and haggle like crazy.

WATCH OUT, THERE'S A THIEF ABOUT!

The low size and high price of memory makes it a target for thieves. Many business people have returned to their premises in the morning only to find that they have suffered a burglary. Instead of taking entire computer systems, the thieves only remove the SIMMs. SIMMs are not marked with a serial number, and so it is impossible to trace them.

On a smaller scale, employees sometimes "borrow" memory from office machines and take them home. Often the memory isn't missed until the next company audit.

When buying a SIMM privately make sure the seller has a legitimate reason for selling it. If you knowingly buy a stolen SIMM, you are actively encouraging their theft and also financing other criminal activities. How would you feel if your memory was stolen in a break in? More selfishly, if you buy a SIMM in suspicious circumstances, how do you know it will work properly? Thieves aren't renowned for their static sensitive precautions. What will you do if the SIMM is faulty? What sort of guarantee is there?

When you are buying an acellerator card with memory fitted, make sure to ask if the SIMM is brand new, unused and guaranteed.

FREQUENTLY ASKED MEMORY QUESTIONS

Q. WHAT SORT OF MEMORY HAVE I GOT?

You can check by looking at the very top of your Workbench window. Assuming you have Workbench 2.04 or greater, you'll see a measure of "graphics mem" (Chip RAM) and "other mem" (normally "Fast RAM").

Continued overleaf ➡

memory possible from 2Mb Chip RAM expansions to 68040 cards with sockets for 64Mb of Fast RAM.

A500+

Practically the same as the A500 but with 1Mb of Chip RAM as standard. Again, many custom expansion methods exist.

A600

1Mb of Chip RAM soldered directly to the motherboard. Adding a card to the trapdoor allows the Chip RAM to be increased to 2Mb. PCMCIA slot allows Fast memory to be added, but it's not that fast...

A2000/15000

Early models came with 512K of Chip RAM, plug-in Zorro cards allowed up to 8Mb Fast RAM. Plug-in accelerators provide processors with their own memory bus and therefore considerably more than 8Mb.

A3000

Most A3000s were shipped with 1Mb Chip RAM and 1Mb Fast RAM in ZIP packages on the motherboard. Adding extra ZIPs is easy (once you have entirely taken apart the A3000).

FUTURE MACHINES

The new Amiga has two SIMM sockets on the motherboard, for up to 128Mb!!!

This tells you the amount of memory you have free – so a standard Amiga 1200 will display "0" for other memory as it comes with only Chip RAM as standard.

To see how much memory is available, open a Shell window and enter AVAIL. You'll see a list of Available memory (as the display at the top of the Workbench screen), In-use, Maximum and Largest.

The Maximum is the amount of memory which is free after the Operating System has taken some. Largest available memory is the size of the biggest currently available concurrent chunk of memory.

Q. WHAT IS FRAGMENTATION?

The Amiga's operating system deals with requests from programs and allocates and frees blocks of memory. After a while the memory starts to "fragment" and the OS cannot allocate large chunks.

The same amount of memory is still available, but the pointers which the operating system uses are scattered here and there. Some programs will simply fail if they can't allocate a large enough chunk of memory. The only way to de-fragment the memory is to switch the Amiga off and then back on again.

Other fragmentation occurs because of the way in which the Amiga has been expanded. For example, an Amiga 4000 with memory fitted to the motherboard, and to a processor accelerator and to a Zorro card may have a huge amount of free RAM.

However, the operating system is unable to merge them all into one continuous block and so there may be two or three pools of memory, each several megabytes large. A program such as *Sysinfo* will detect these pools and list them separately.

Q. HOW DO I MAKE THE MOST OF THE MEMORY I HAVE?

If you are in a low-memory situation and don't really want to have to spend money on more hardware, there are several things you can do to save money and make the most of the RAM you have.

* First of all, check your ENV: file in RAM to make sure there isn't any data stored from programs which you have long since deleted. Remove them from ENVARC: and re-boot.

* Then check the screen modes you are using. Use as few colours as possible, and cut down the screen size. A four colour workbench may look less interesting than a 16 colour, but it also uses a lot less memory.

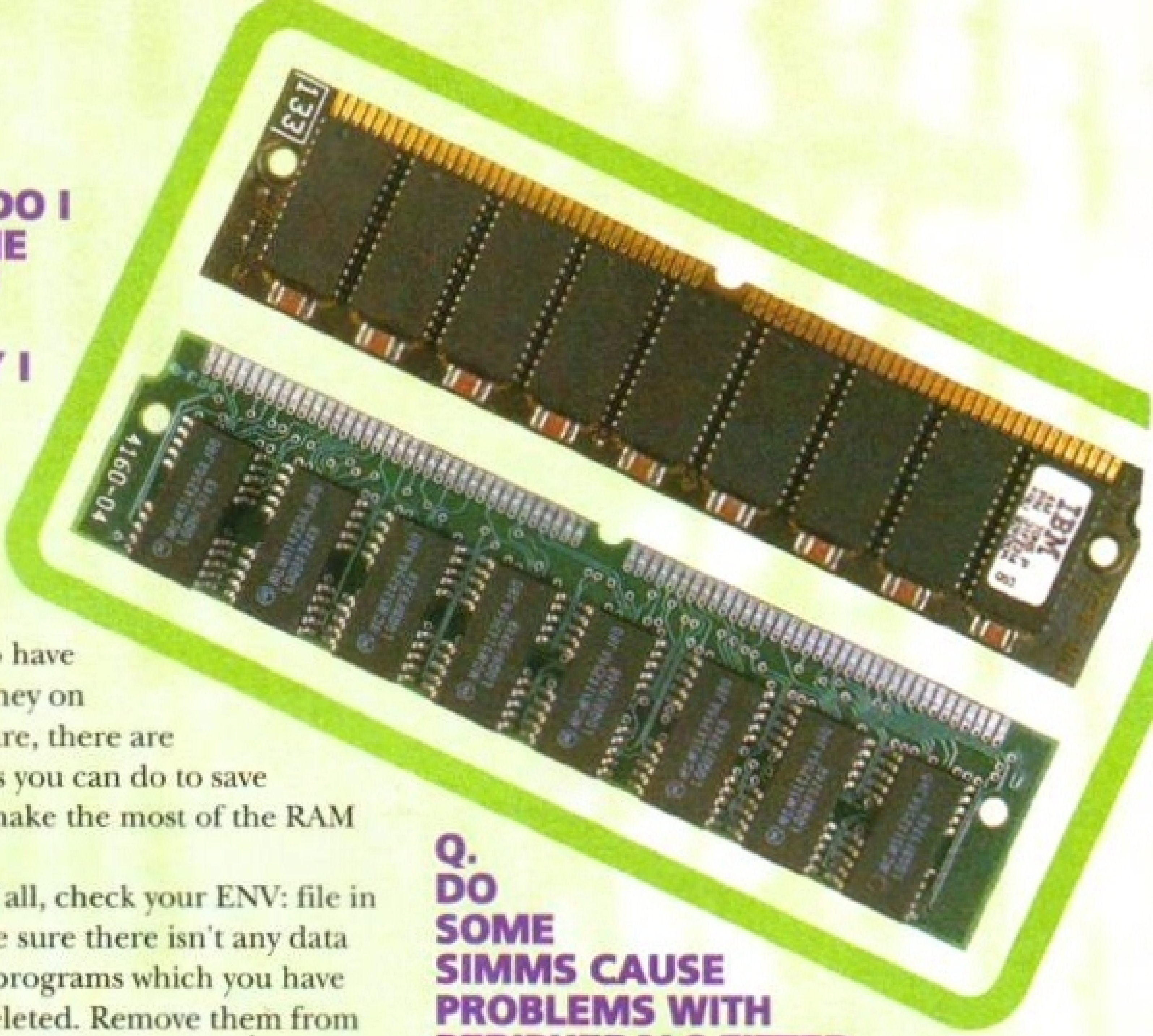
* Don't store unnecessary data in RAM disk when you can keep it on disk. Don't mount a RAD disk unless you have to.

* If you have a MMU, make use of Virtual Memory techniques.

Q. WHAT DIFFERENCE DOES A GRAPHICS CARD MAKE?

As the Amiga stores all the data for graphics in Chip RAM, using a graphics card such as a Picasso or Cybervision makes a large difference, and frees up a lot of Chip RAM.

This makes the most difference to the number of programs with detailed screens you can have running at once, and is also very helpful to any application which stores data in Chip RAM, such as some Desktop Publishing software.



Q. DO SOME SIMMS CAUSE PROBLEMS WITH PERIPHERALS FITTED TO THE PCMCIA PORT?

The Amiga A1200's PCMCIA port is mapped in memory to the same location that some accelerator cards would place their second bank of 4Mb, and this can cause problems. If you are using a Squirrel you may find fitting an extra 4Mb or a single 8Mb SIMM causes the SCSI interface to stop working or vice versa. This is a problem mainly with older or cheaper memory expansions. If you have a card with 8Mb fitted, you can check where your memory is with the "showconfig" command. Memory starting at $2000000 is a problem, memory starting $1f000000 will be fine.

Q. HOW DOES CACHING A ROM MAKE IT FASTER?

Some acellerator cards or utilities offer the option of caching the Kickstart ROM in RAM. This means that the ROM data is copied into a block of RAM, and patched so that it appears to be in its original location. This speeds up the Amiga because by its nature, ROM is slower to read than RAM.

AMIGA MEMORY TYPES

CHIP RAM

The Amiga has a main processor (the 680x0), but also its custom chips which handle graphics and sound. These chips operate independently of the processor: they cannot, for example, be sped up by adding a processor accelerator. However, both the processor and the custom chips need to access memory. The 680x0 needs to write to the memory to create the data needed for the video display, and the graphics hardware needs to read from the memory in order to make the display.

Part of the Amiga's hardware is therefore dedicated to making sure that the right component has access to the memory at the right time. This obviously slows down access to the memory, as there will be times when both the processor and the custom chips want to access the same location.

All Amiga's come with Chip RAM as standard: they have to otherwise they wouldn't work as there would be no memory for the video display. Chip RAM is limited to 2Mb in the current range of Amigas. The A4000 has a jumped on the motherboard marked "Chip RAM 2Mb/8Mb" but this does nothing other than cause regular outbreaks of speculation on Usenet.

FAST RAM

Only data which is important to the custom chip set needs to reside in Chip RAM. An Amiga can also be fitted with extra memory – memory which cannot be accessed by the custom chips.

This is referred to as "Fast RAM". The reason why is obvious: fitting Fast RAM to an Amiga will often increase it's speed – sometimes by as much as a factor of two.

With Fast RAM present, programs and their data are free to reside outside the reach of the custom chips and the processor therefore never has to wait and can operate at full speed. Adding Fast RAM to an Amiga with only Chip RAM is the simplest way to speed it up.

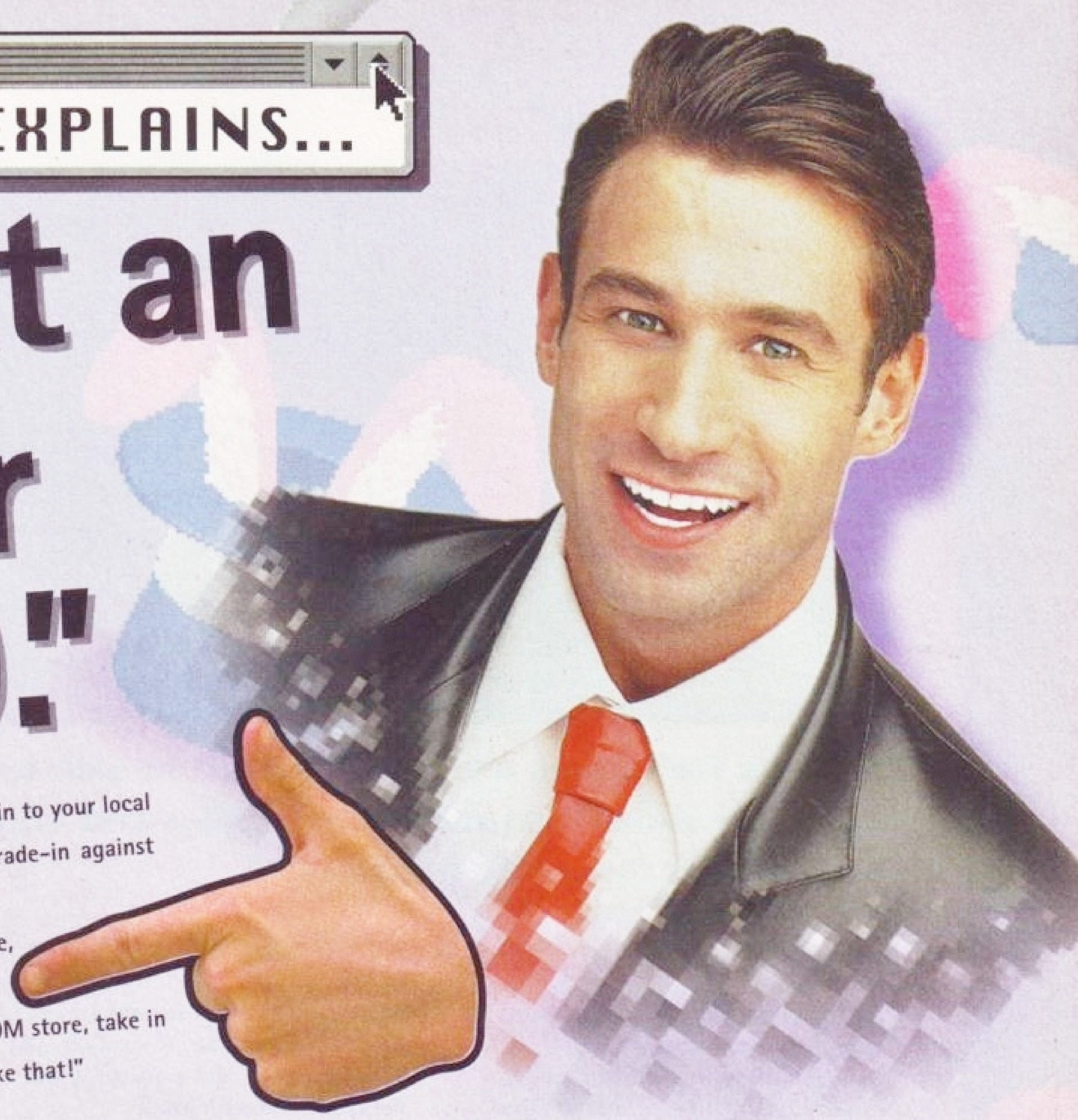
FASTER RAM

It is possible to add memory in such a way that it can be accessed even faster than Fast RAM. Take the Amiga 4000 as an example. Memory placed on Zorro II expansion cards can only be accessed 16 bits at a time. This means to read the full complement of 32-bits of which the 680x0 processors are capable it needs to read it in two goes. However, memory placed on a Zorro III expansion card is fully 32-bit and will therefore work a lot faster. The A4000 suffers another problem in that it's motherboard was designed primarily for operation as a 68030 machine. When a faster processor (a 68040 or 68060) is fitted, the processor cannot access the memory fitted on the motherboard at full speed. This is one reason why most A4000 68040 and 68060 cards feature their own sockets for extra RAM.

SLOW RAM

The (now ancient) A500 had a trapdoor expansion which allowed an extra 512K of RAM to be added to the standard 512K of Chip RAM. The performance of this RAM earned the title "Slow RAM".

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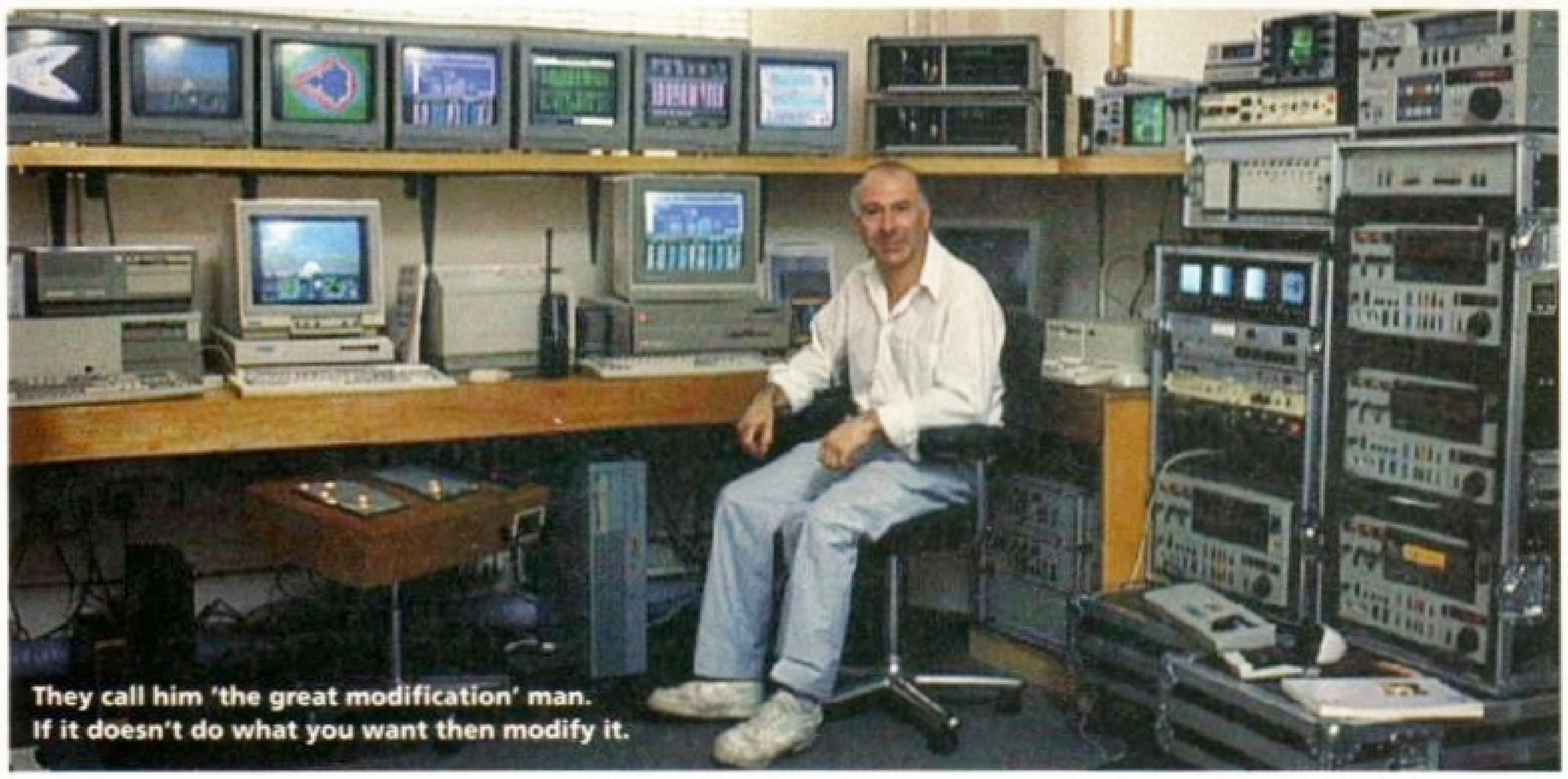
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a MONSTER



They call him 'the great modification' man. If it doesn't do what you want then modify it.

Andrea Ball takes a trip to Watford to talk to Ira Curtis Coleman about his latest film project and why the Amiga remains his favourite machine.

Special effects is by no means Ira Curtis Coleman's only profession. He was a design consultant engineer in video, computers and electronics before he entered the film world. He has since worked with some of the top names in the industry and he has done much of his work using his favourite machine – the Amiga.

Coleman's latest venture is the film *Loch Ness*, starring Ted Danson and Joely Richardson, which opened in February. For those who haven't yet seen it, Ted Danson plays a cynical scientist, keen to disprove the existence of the mythical monster. He embarks on several trawls up and down Loch Ness in a boat packed full of the latest monster spotting hardware and it was for this part of the film that Coleman's expertise was required.

"The director was one of those people who knew computers and wanted specific things on the screens in the boat. He wanted lots of graphics and he wanted them to look as real as possible."

These types of display are usually generated on very specialist equipment which cannot be run at the required frequencies. This means that trying to film them causes belts of flickering and all viewers would actually see would be a band of bright light across a screen of flickering black bars. It was Coleman's job to generate and emulate all the necessary images himself.

"We emulated radar screens and footage of the boat moving up and down Loch Ness. I even went out with an underwater camera and directed it to get the images that I wanted. These images were then altered to make them look more interesting."

After developing an interest in technology at an early age (he made his first record player aged only seven), Coleman went on to develop the first Hi Band video machine, the first triple standard pneumatics, and the first offline editing suite in the UK. He was also responsible for the first colour microcomputer to be used on TV.

Ted Danson with his monster spotting hardware – all images generated by Coleman.



He became known in the industry as 'the great modification man' because, if a piece of equipment failed to do the required job, he would simply modify it until the right results were achieved.

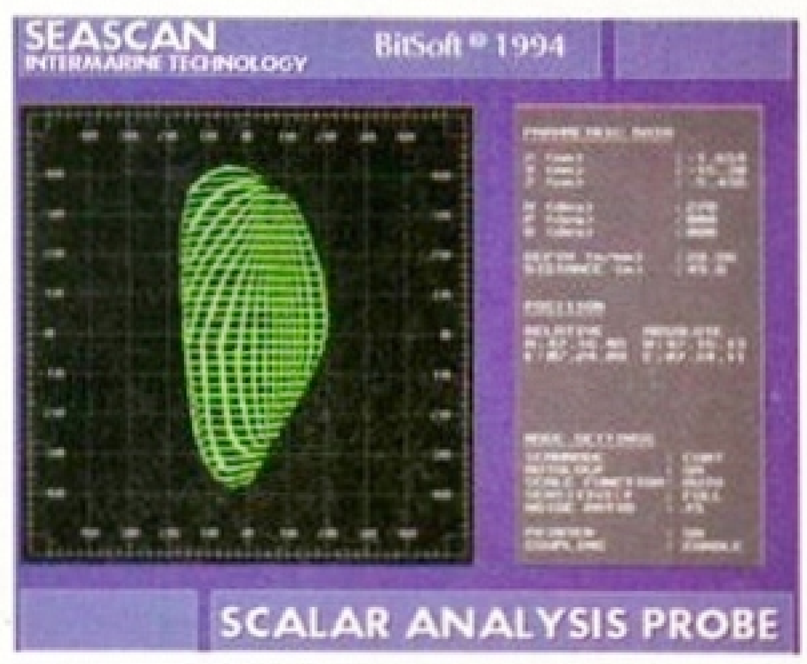
While he designed the equipment for the film *Alien*, it was not until he was approached to do the Bond movie, *Never Say Never Again*, in 1982, that his involvement in the movie industry really began. Up until that point he had simply designed the equipment before handing it over to the directors and then leaving. But on *Never Say Never Again* he was called in to build the system and then asked to stay on and take over the whole technical side.

LOCK-UP SYSTEMS

"I found that when you're an engineer you 'become' an engineer. You have to deal with very boring technical people and I realised I was becoming very boring. I was living electronics, thinking circuits and talking about equipment. But when I got on the floor of a film set, with designers and art people, life suddenly became interesting again."

As his work in the film business progressed, Coleman continued to develop new groundbreaking equipment. He designed the first "lock-up" systems for film cameras enabling the film camera and the sound cameras to move around freely without a direct connection between them.

The film *Dealers*, which later became the TV series *Capital City*, was probably Coleman's most challenging work to date. He created a Dealer Room complete with 160 telephones, 24 desks, flashing lights and 120 monitor screens. He then developed a computer that drove everything on the set and locked up all the different



It may look like a monster's fin but it's not – it is in fact a mussell.

sources. But *Loch Ness* was a challenging in a different way.

"Everything had to be seen to look as real as possible. We had to move lock, stock and barrel up to this village hall by Loch Ness. We had to have this boat built and make it look as real as possible and then produce lots of graphics. It was at times like this that the Internet proved invaluable.

MULTI-TASKING

"We were in the middle of nowhere, it takes five days for anything to arrive – and that's just from London.

"But, using CiX and Demon, I was able to call up some colleagues and get them to put stuff directly in my mailbox. The computer industry was really useful."

So, why have Coleman and many of his counterparts in the film industry chosen to use the Amiga for so much of their work? The ultimate reason for Coleman at least, is that the Amiga is one of the only machines that has the ability to accept his custom boards.

"I have special boards that plug into my machine that prevent flickering of the kind we mentioned earlier. On a normal Amiga, using images like the ones I have generated, the screen would be flickering all over the place. I can design and build the boards to prevent that flickering and the Amiga allows me to put them in it."

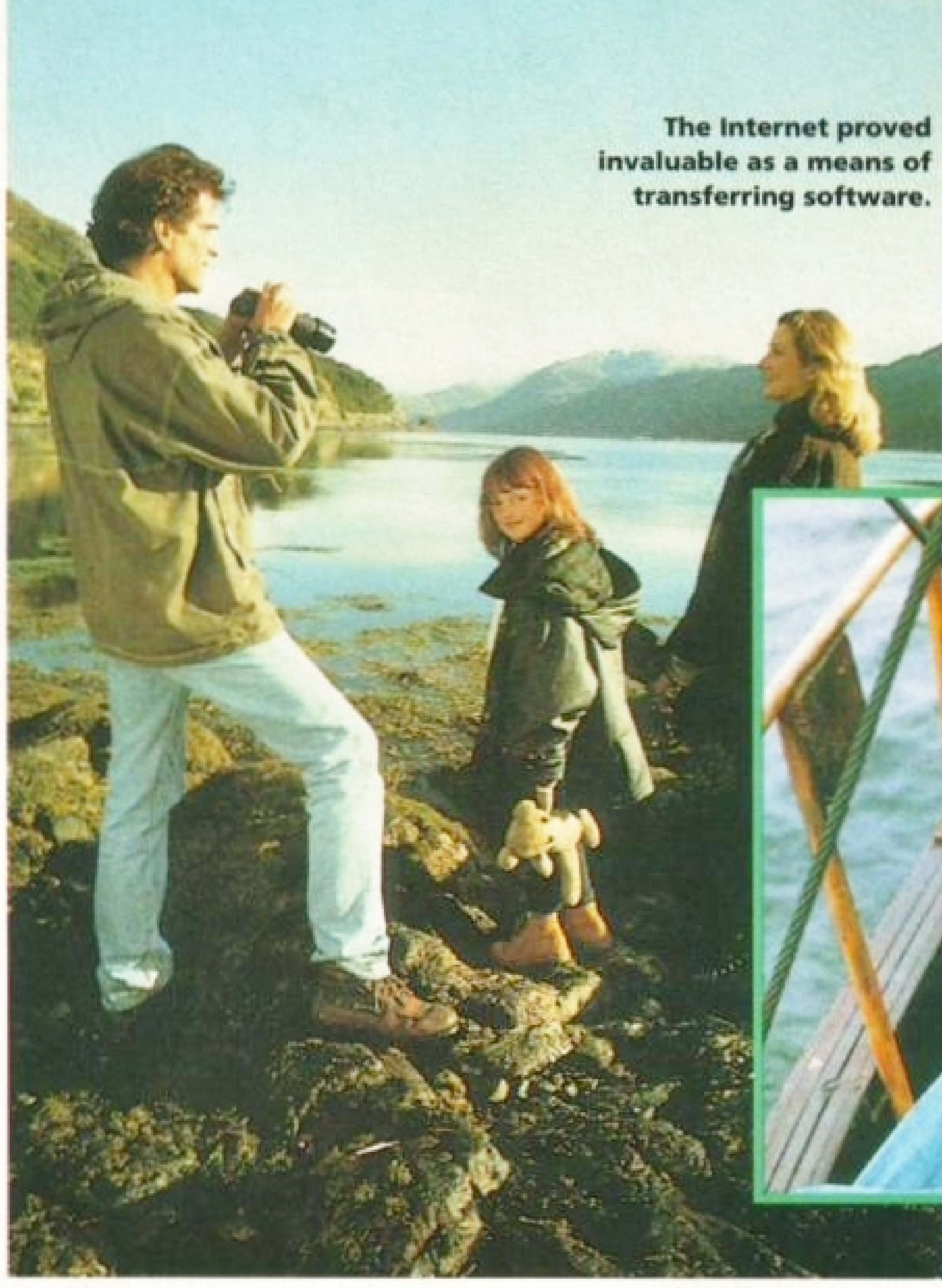
The fact that the Amiga is a multi-tasking machine also makes it extremely desirable to people like Coleman.

"The multi-tasking nature of the Amiga means that I can have other modules sitting in the operating system that can drive those special boards. This enables me to have different things in the machine all operating at the same time. I can take the Amiga and modify it so it performs the tasks that I require.

"As yet there isn't an IBM that multi-tasks properly, they're getting there but they're also taking their time about it."

Although Coleman has consistently relied on the Amiga to do his work he is now being forced to look at the possibility of using other machines.

"I am now designing boards that can be used in IBMs and possibly in Macs because I don't feel that we can rely on Escom. We could never really rely on Commodore because they never took anybody seriously.



The Internet proved invaluable as a means of transferring software.



The boat was built especially, with Coleman's guidance.

"The director was one of those people who knew computers and wanted specific things on the screens in the boat. He wanted lots of graphics and he wanted them to look as real as possible."

"They had a wonderful product with the Amiga but they didn't listen to good advice."

Coleman believes the future of the Amiga market depends on what Escom do with their power.

"They have got to do a RISC chip and they obviously are doing that. The PC/Mac parallel operating systems are the future. If they get that together and produce full 24-bit and have a decent alpha channel then they can come back. But what they have to do is talk to people and encourage people to write for the machine.

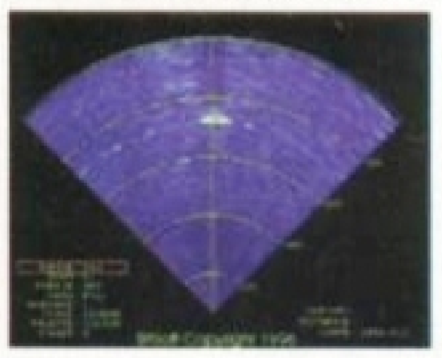
"If Commodore had done that in the early days and encouraged the developers they wouldn't be in the state they are now and it's a real shame."

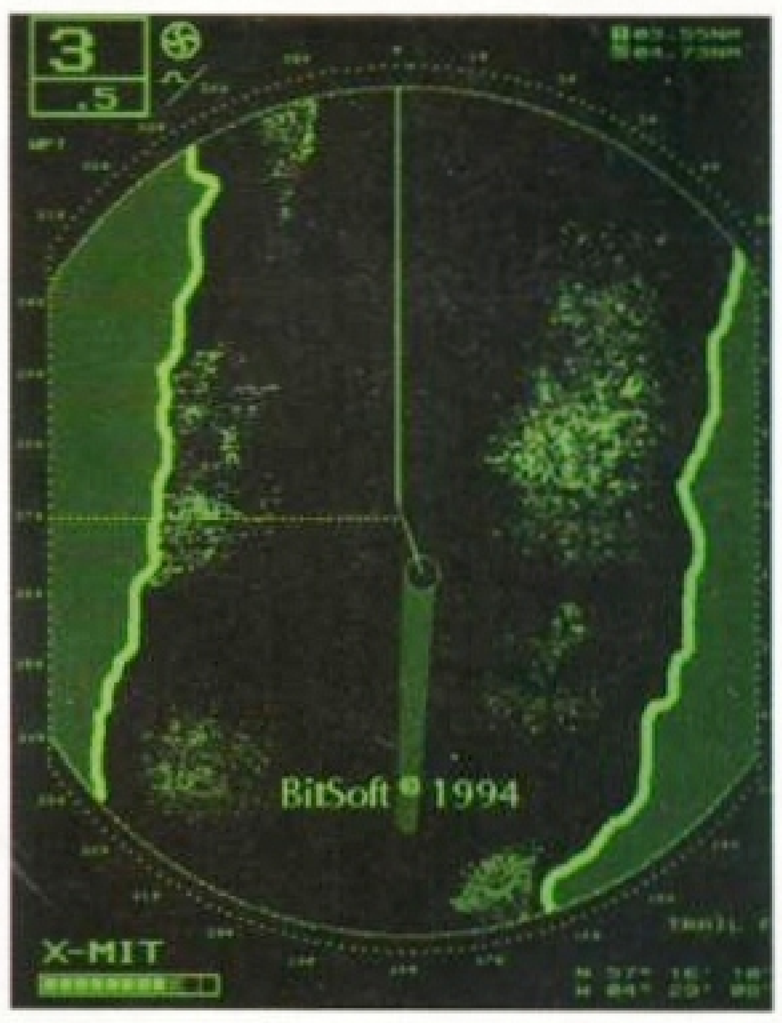
Despite the current problems with the Amiga, Coleman's work on *Loch Ness* left him with every right to be satisfied with the machine's capabilities.

"Everyone who came to the preview seemed to be quite pleased with the results, including some of the fishermen who'd been out on the trawlers. They said it was lifelike to them. If someone says to me "Oh, this is all done by people doing graphics", then my job isn't done properly.

"My main task is to make things look as real as possible so you don't give them a second look. That's the whole point of film making."

The Amiga's multi-tasking nature and some special hardware meant that Coleman was able to produce images like these on a flicker-free display.





of a MACHINE

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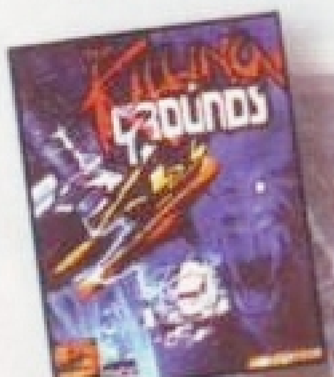
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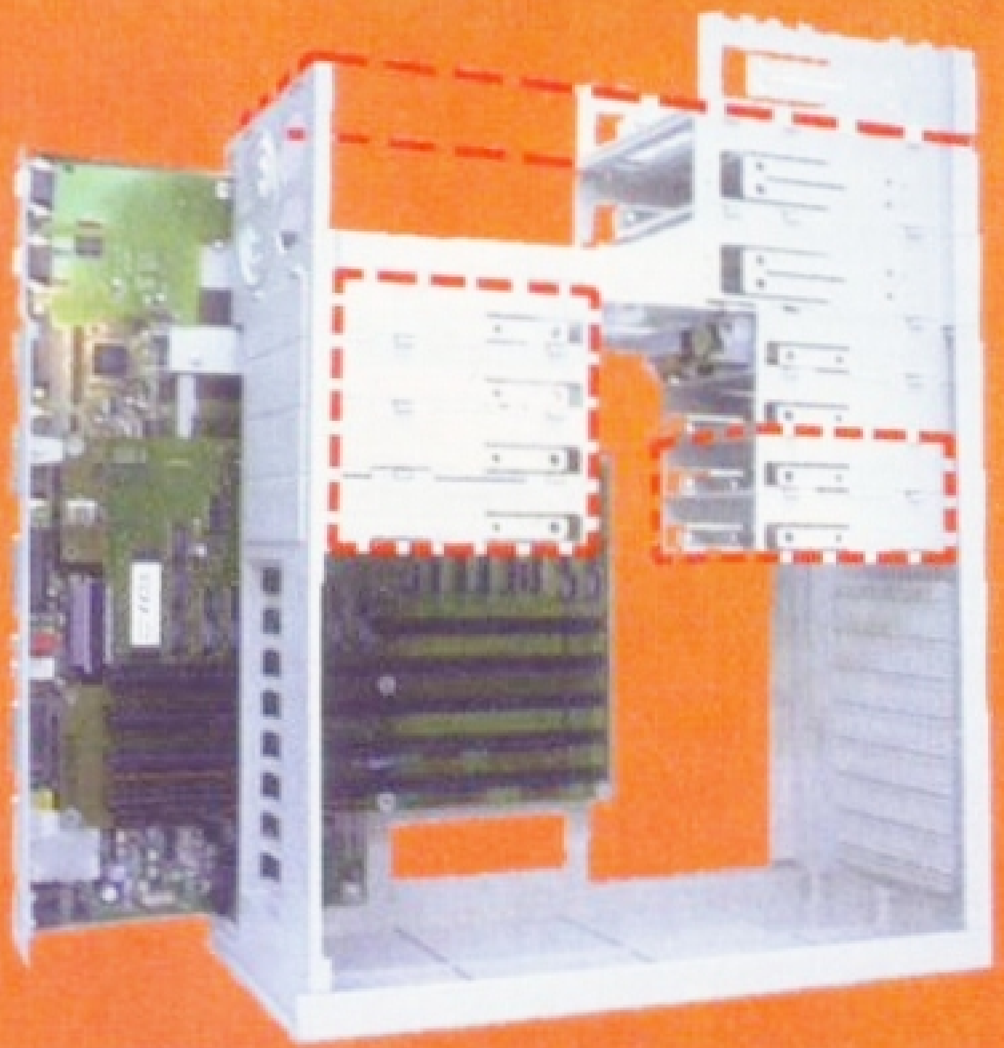
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And now for some technical specifications

the left pictures give you an imagination of the internal construction of the infinitiv™ tower system. The red marks and lines show some extended drive frames in both the front- and the back area of the tower. Further, you can see an Top-Case™, mounted on the towers' top, which explains the expandability of our solution. Each Top-Case™ expands your infinitiv™ tower for an 5,25"/ 3,5" drive bay, ready to use and easy to assemble. Additional drives such as CD-ROMs, harddisks, streamer tapedrives etc. will snap in easiely by using our sophisticated „click and snap“ system.

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AF SCREEN PLAY



Steve McGill

We've been accused recently of talking the market up and making unrealistic claims about the Amiga.

True, we're certainly biased toward the Amiga, but we're never unrealistic. Merchants of doom will point to the lack of releases on the platform and point out that it spells the platforms demise.

It doesn't point to the demise of the Amiga, it points toward the stupid situation whereby developers and retailers have taken on board the ridiculous hype about the Playstation and PC CD-ROM.

Countless numbers of companies and organisations are falling into receivership.

Sales are flat on ALL platforms. The promise of the good days of 91/92 coming back with the advent of Playstation is nonsense. Not until developers start producing next generation gameplay rather than rehashed tired old formulas with motion capture and texture maps will the market pick up again. As the Bitmap Brothers pointed out when I visited them, "we know the Amiga so well it means we can experiment with AI and gameplay in a way we cannot afford with other platforms."

Combined with the residual market of the Amiga and new machines on the way, it's time developers woke up...

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+% **The crème de la crème. Only the very best, most playable and original games are awarded an *AF* Gold – the most highly prized rating there is.**

80-89% **These games are very good, but due to minor flaws are not the finest examples of their genre.**

70-79% **Good games which are worth buying, especially if you have a special interest in a game type.**

60-69% **Average releases with somewhat limited gameplay and appeal. Games in this category tend to be flawed.**

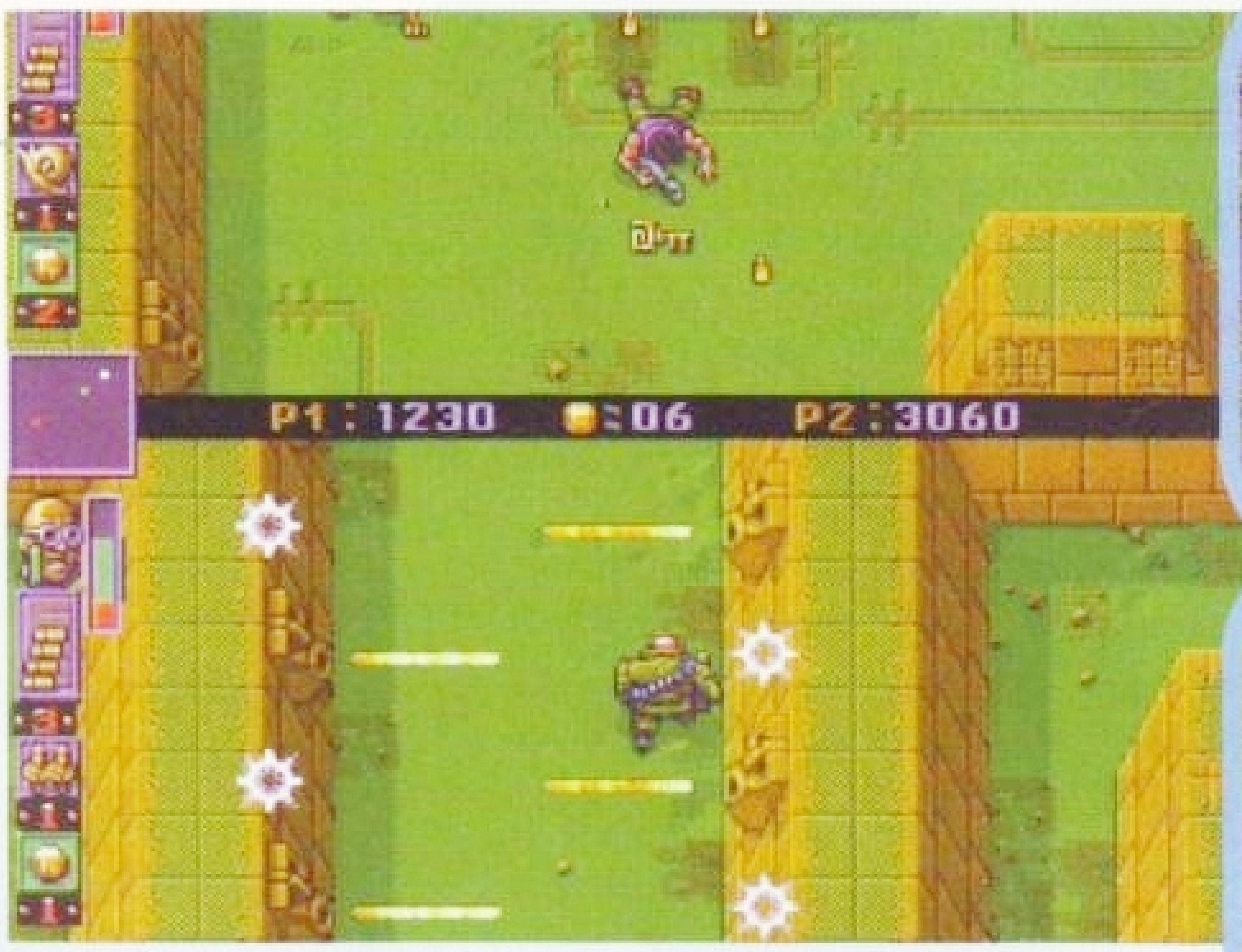
50-59% **Below average games which are unlikely to impress your mates or your wallet. Avoid.**

40-49% **Overwhelmingly poor quality games with major flaws and appalling gameplay.**

Less than 40% **The absolute pits.**

Previews

Steve McGill takes a trip to London to meet the Bitmap Brothers, creators of *Chaos Engine 2.*



One minute you think you've got the key, the next you're dead.



Explore strange new worlds.



Use the terrain to hide.

CHAOS ENGINE 2

AGA Amigas ■ Separate A500/600 versions ■ Bitmap Brothers/Time Warner Interactive Tel: 0171 391 4300

Ask any seasoned Amiga gamer to name his all time top five Amiga games and you could almost guarantee that at least one of the titles mentioned would be a creation from the Bitmap Brothers.

For such has been the Brothers' impact on the world of videogames that they have iconified themselves in their own lifetime.

They wear classics like *Xenon, Speedball,* and *The Chaos Engine* on their sleeve as trophies.

Historically, it's easy to see why. Bitmap games assisted the ST and Amiga in breaking the back of the eight-bit Spectrum, Commodore, and Amstrad, triad. They also helped carve the elusive rules of superior gameplay and defined the reference games for a legion of upcoming developers, publishers, and games journalists to turn to and learn by.

Part of their success lay in their unstinting philosophy of non-discrimination against the proprietary platforms used to host their games. According to Simon Knight, Big Bitmap Brother, "The most important part is the game. The platform isn't too important."

Of course, the Amiga and ST were the most profit likely and technically advanced home platforms at the time of the Bitmap's biggest chart successes so that probably helped as well.

Nevertheless, the Bitmaps coupled their worthy philosophy with a coding ability that made them the envy of the industry. And it's this exquisite ability which makes the decision to forge ahead with the sequel to the *Chaos Engine* so exciting for Amiga gamers.

Unlike many software houses, the Bitmaps have a tradition of improving their sequels. Play the original *Speedball* and then



Building up experience and improving your rank is vital to success.

Continued overleaf ➡



In a complete reversal of the gameplay of the original, the two characters face each other in an adversarial role. Could lead to loads of domestic arguments.

← *Speedball 2* to see what we mean. The sequel can truly be considered to be an advance on the original.

A quick visit to Bitmap Headquarters at Wapping Wall in London soon convinced us that *Chaos Engine 2* is going to offer gamers a radically different game which will at the same time retain the essence of the original.

The reasons for this are threefold.

1) The thrust of the interaction between the player characters has been made competitive rather than cooperative.



2) The artificial intelligence routines of the computer characters, including the monsters, have been optimised and improved; it now takes up to a third of the game code.

3) There's more interaction between the characters and the background.

Due to this shift in emphasis, it's worth expanding on the above mentioned differences.

The Chaos Engine, whether played by two people or one, always involved two characters on screen. Their relationship to each other was basically cooperative verging on ambiguous. Competition certainly occurred between two human players but *Chaos Engine 2* will encapsulate this style of competition as well as actively encouraging players to shoot each other and to try and trip the other up at every opportunity. Experience and bonus points will be awarded to the first character to accomplish set objectives. It's the fulfiling of these objectives that leads to major conflict. When it was pointed out to the Brothers that they might just be responsible for war in domestic households they merely laughed and said, "we certainly hope so."

The artificial intelligence routines are possibly the most interesting part of the game. They'll inject it with the atmosphere and believability that aids gamers towards the bliss of 100% immersion. The intelligence has been improved in every aspect of the game. "Although the original intelligence worked well enough, the hardest part was making the CPU character more responsive. Now, if the player isn't all that good, the AI will slow down and stop the CPU character from winning every time.

At this point, I started playing the game to see for myself. The first difference between the original and the in-progress sequel is immediately evident. Whereas the original had six characters for the player to choose from, the sequel has a slimmed down four. Simon Knight explained, "The more characters you have, the harder it is to give them noticeably different traits and characteristics.

"Four is the optimum number taking into account the memory consuming extra animation frames we've opted to put into the game."

The competitive nature of the play is disconcerting at first. The CPU character zips off with the intent of a predator hunting its prey. It becomes immediately obvious that the learning curve in the game will be steeper due to this. Not that that's a bad thing. "If the player isn't much good, the AI will compensate and slow the CPU character down."

Another aspect of the AI is the way it controls the in game music. "It's much more reactive than most games." If you're covering old ground it'll quieten down, whereas if you're surrounded by bad guys and nearing the end of the level it has an amphetamine like urgency that spurs you on to greater effort.

The last of the major differences will lie in the interactivity of the characters with the background. Characters can shield themselves from bullets by leaning into walls. There are overhangs that can be passed under and through, which adds to the three dimensional feel of the scenario. And, in a move guaranteed to delight *Chaos Engine* veterans, walls and platforms can be jumped off. If there happens to be anything underneath it will be killed. Terrific.

The whole game is going to take place over four different worlds in four different time periods and offer four levels per world. There will also be four bonus/hidden levels making a grand total of 20 levels in all.

Additional extras will include the casting of spells, extra weapons power ups and a cornucopia of new enemies to do battle with. It's going to be released in the third quarter of the year, in plenty of time for Christmas, and, with any luck the predicted high sales curve will encourage Time Warner Interactive to rethink their policy on the Amiga market.

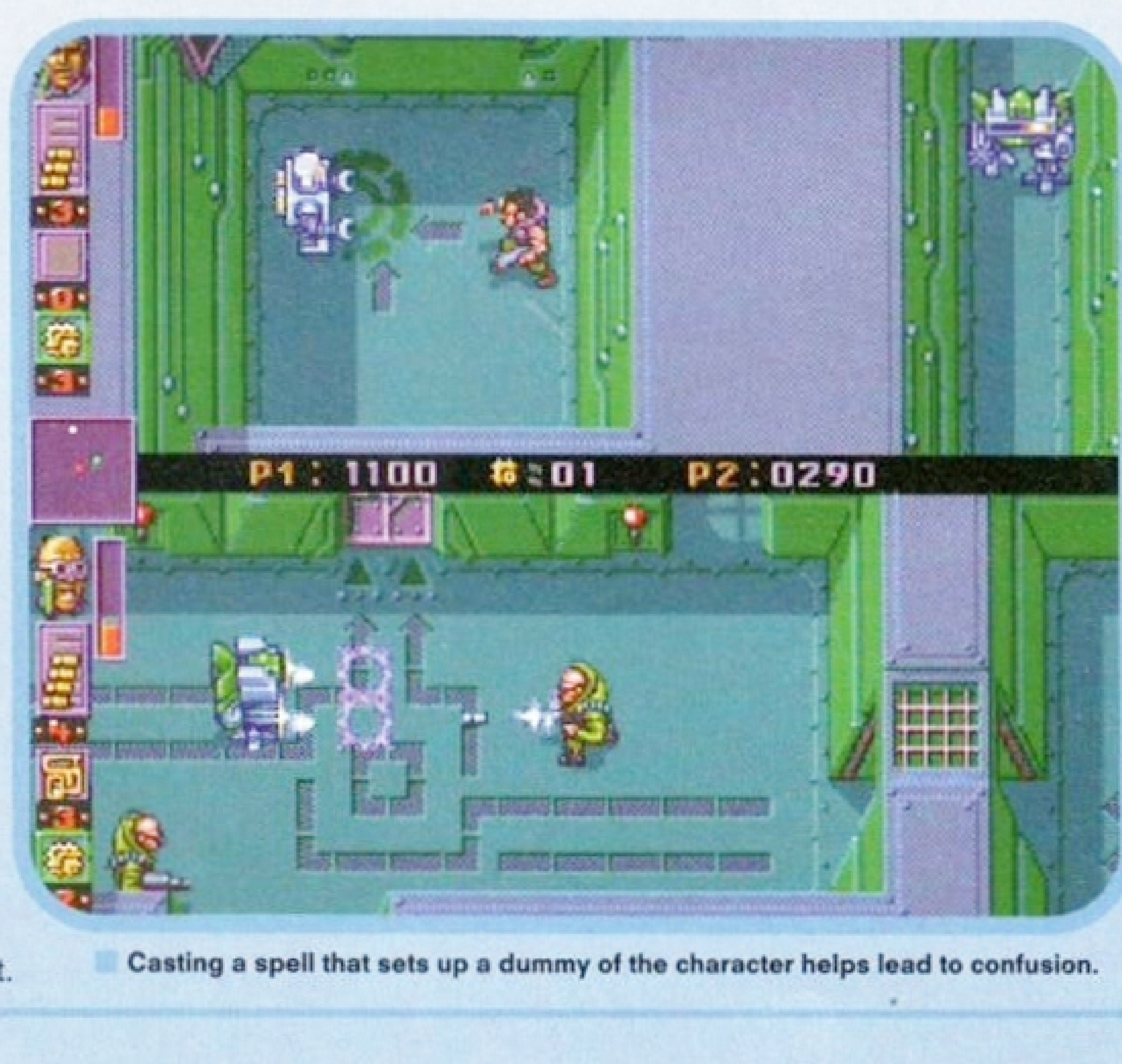
All that's needed is more confidence and direct action like their decision to take *Chaos Engine 2* off of the shelf.



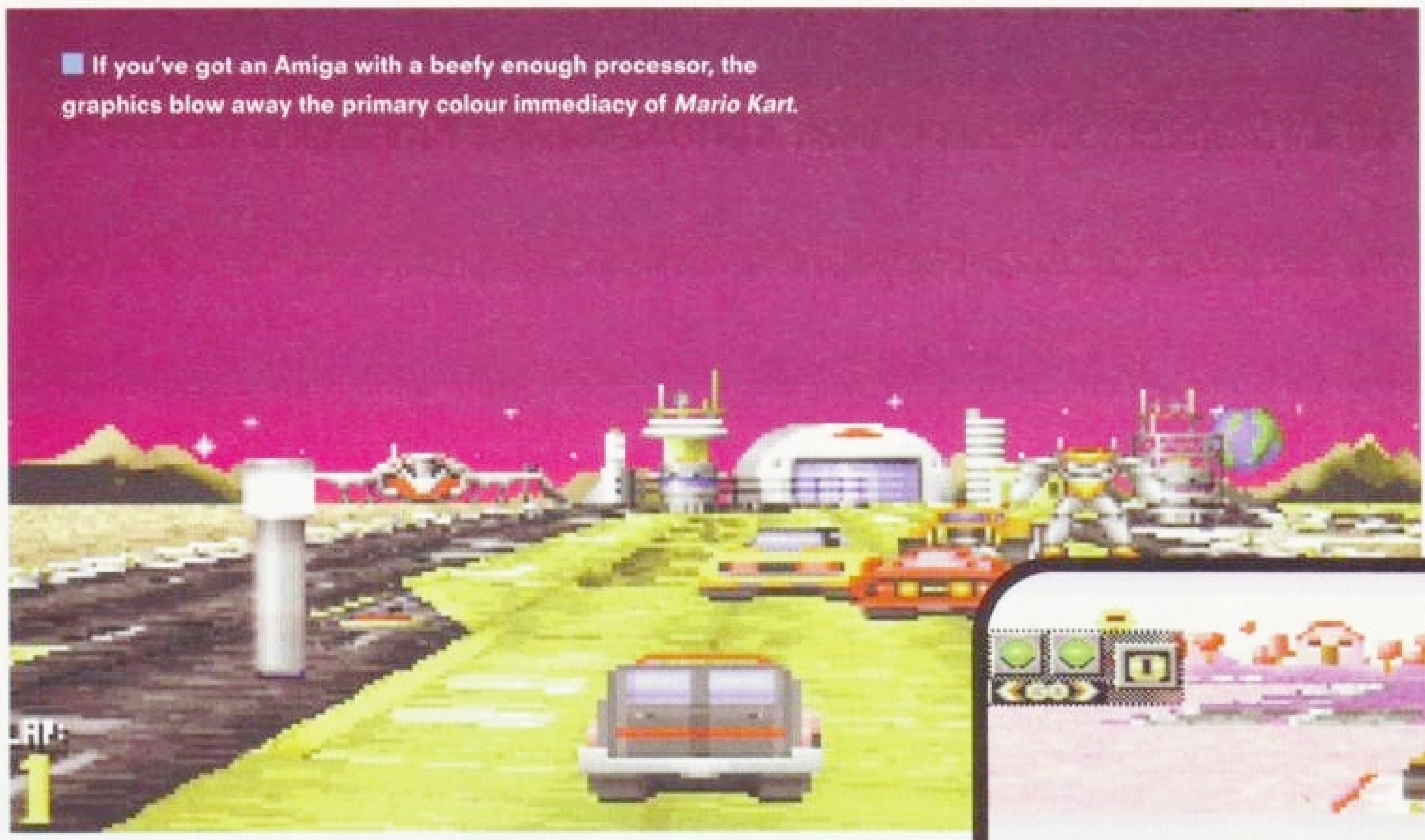
A slimmed down choice of only four characters.



Experience points for the winner of each level.



Casting a spell that sets up a dummy of the character helps lead to confusion.



If you've got an Amiga with a beefy enough processor, the graphics blow away the primary colour immediacy of *Mario Kart*.

X-TREME RACING

Data Disk ■ AGA Amigas ■ 2Mb Siltunna Software ■ Tel: 01302 890000

One of the marks of a good software house is that they aren't afraid to admit to mistakes in their games.

Siltunna Software are one such company. Rather than feeling stung, stressed out, and pissed off about some of the criticisms of the original XTreme Racing game (reviewed in *AF82*, 81%), they've opted instead to correct the errors. Not only that, they've chosen to rely on a two pronged attack to dissuade cynical dissent.

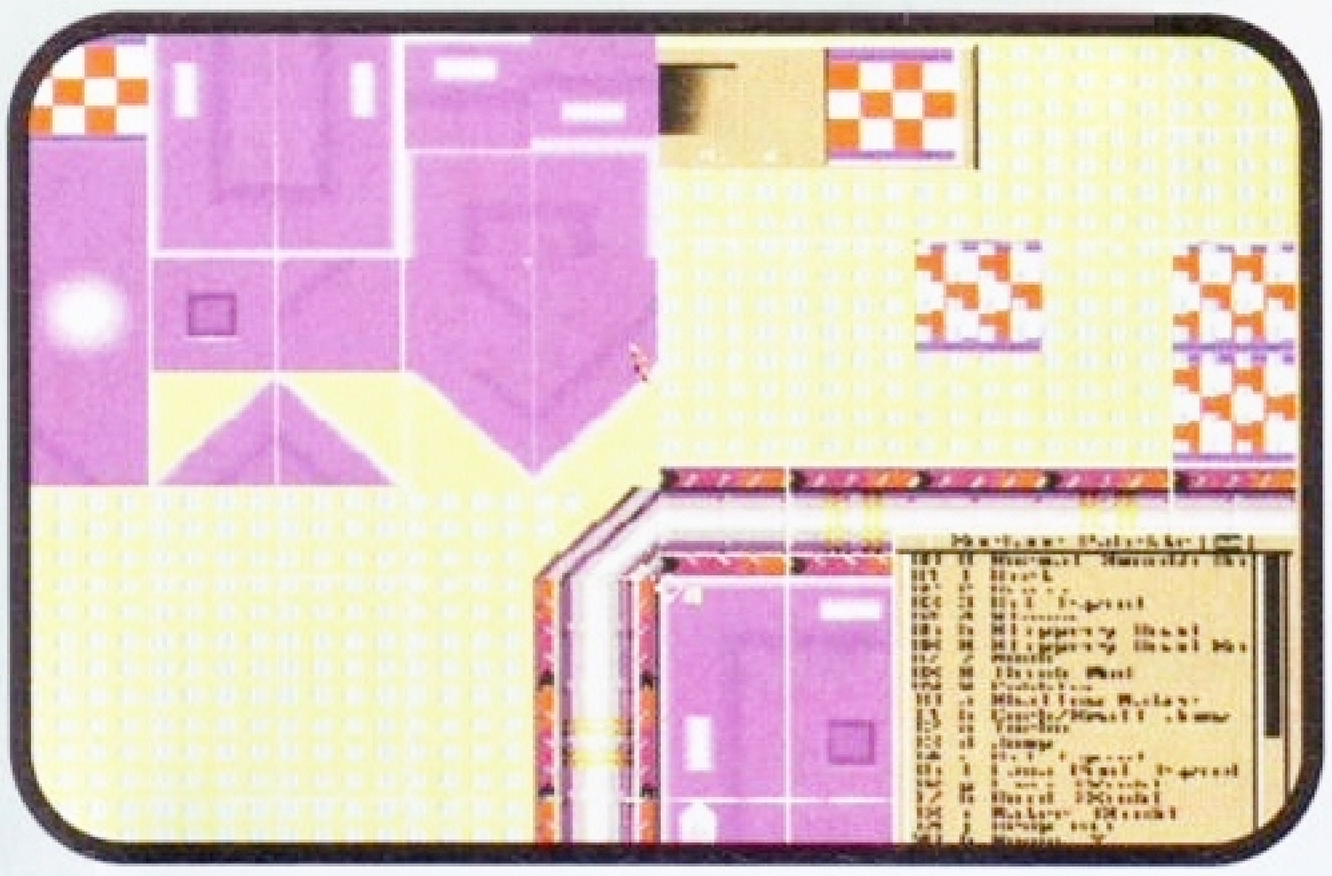
The first prong of their strategy involves dealing with owners of the original game. If you've bought *XTreme Racing* and feel disappointed, the data disk contains a patch to improve the playability. This patch has been put onto the Aminet which means that most PD Houses will carry it shortly. Failing that method of dissemination, *Amiga Format* will be putting it onto one of our coverdisks (as well as our upcoming CD-ROM) asap.

So why are we being so kind? Easy. The original *XTreme Racing* was like the Bridge on the RIver Kwai. So near, yet so far. Not only could it have shown to the world the superiority of a smartly programmed A1200, but it dispensed with the myth that somehow you need a multi-million dollar 'Dream Team' to produce highly playable and entertaining games.

Technically and metaphorically, *Super Mario Kart* was blown away. Unfortunately the gameplay let it down. To make amends and enhance the experience of playing, the data disks offer extra courses, different traits for the cars, better grouping and themes more akin to an Amiga game rather than a console. Full review and details, as they say, next month.



Lurve Land features garishly pink pastels and hilariously fat Elvis's. The design of the courses are also a lot more forgiving than previous ones.



The *Xtreme Racing* data disks also include a track editor which means that you can create your own tracks plus your own scenarios.



The road to hell is dangerous, troublesome and extreme.



Not to be confused with Gotham City, this is shot from Gothic City.

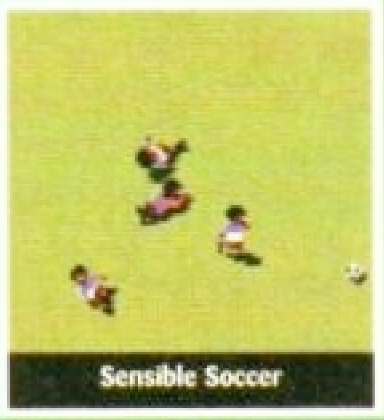
The charts are copyright ELSPA.

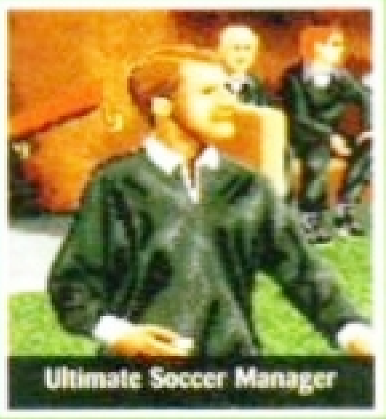
THIS MONTH'S

charts

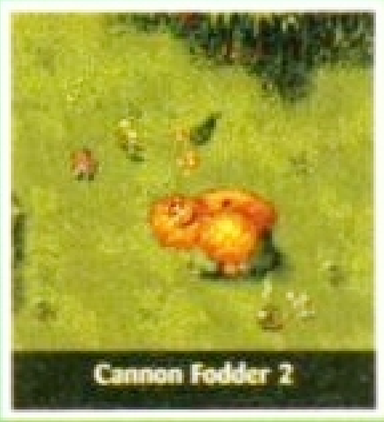
With four soccer games in the top five it looks like we've gone footy mad. Turn to page 49 for the chance to win *TM2* or a colour TV!

THIS MONTH'S FULL-PRICE TOP-20

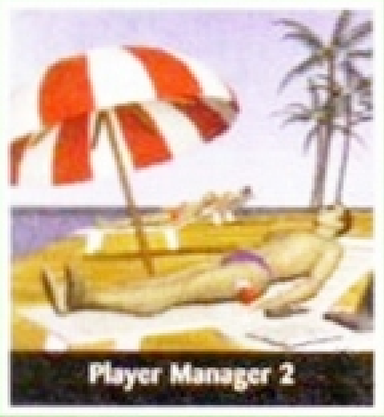

Sensible Soccer

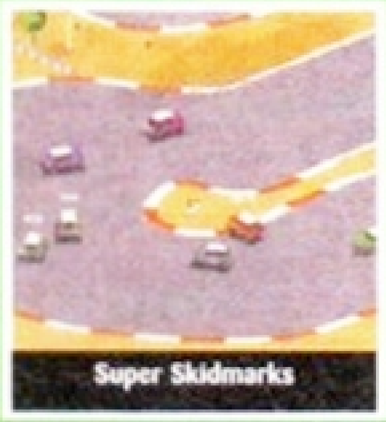

Ultimate Soccer Manager

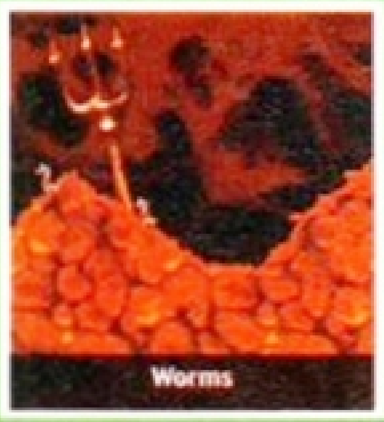

Zeewolf 2


Cannon Fodder 2

1	(1)	Sensible World of Soccer (Renegade)	FG95%
2	(2)	Worms (Ocean/Team 17)	FG90%
3	(5)	FIFA International Soccer (Electronic Arts)	79%
4	(18)	Soccer Stars 96 (Empire)	73%
5	(7)	Premier Manager 3 (Gremlin Interactive)	85%
6	(17)	Combat Classics 3 (Empire)	81%
7	(3)	Super Skidmarks (Acid)	FG95%
8	(15)	Colonization (Microprose)	FG95%
9	(8)	USM (Impressions)	84%
10	(12)	Flight of the Amazon Queen (Time Warner Int)	88%
11	(6)	World Cup Year 94 (Empire)	85%
12	(17)	Zeewolf 2 (Binary Asylum)	FG90%
13	(10)	Cannon Fodder 2 (Virgin)	89%
14	(4)	Player Manager 2 (Anco)	81%
15	(Re)	Powerdrive (US Gold)	67%
16	(12)	World Cup USA 94 (US Gold)	48%
17	(14)	Rise of the Robots (Mirage)	18%
18	(7)	Turbo Trax (Arcane)	79%
19	(16)	Super League Manager (Audiogenic)	80%
20	(Re)	Super Tennis Champs (Audiogenic)	FG90%


Player Manager 2


Super Skidmarks


Worms


Flight of the Amazon Queen

TOP-10 CD^{32}

1	Impossible Mission *Microprose*	74%
2	Powerdrive US *Gold*	67%
3	Subwar 2050 *Microprose*	84%
4	Super Skidmarks *Acid*	FG92%
5	Roadkill *Vision Software*	80%
6	Pinball Fantasies *21st Century*	81%
7	Speedball 2	FG91%
8	Gloom *Black Magic*	FG91%
9	Pinball Prelude	FG90%
10	Rise of the Robots *Mirage*	18%

TOP-10 BUDGET

1	USM Add-On *Impressions*	81%
2	Mortal Kombat *virgin*	77%
3	Formula 1 Grand Prix *Powerplus*	FG94%
4	Monkey Island 2 *Kixx*	FG95%
5	Football Glory *Hit Squard*	80%
6	Club and Country *Boms Ltd*	49%
7	Tactical Manager *Hit Squard*	78%
8	Treble Champions 2 *Challenge*	5%
9	The Settlers *Blue Byte*	FG94%
10	Atomino *Psygnosis*	74%

TOP-10 A1200

1	Tracksuit Manager 2 *Alternative*	79%
2	Player Manager 2 *Anco*	86%
3	Alien Breed 3D *Team 17*	FG93%
4	Alien Breed 2 *Team 17*	83%
5	Gloom *Black Magic*	FG91%
6	Subwar 2050 *Microprose*	84%
7	Soccer Stars 96 *Empire*	74%
8	Ultimate Soccer Manager *Impressions*	81%
9	Coala *Empire*	85%
10	Rise of the Robots *Mirage*	18%

*Due to be reviewed soon.

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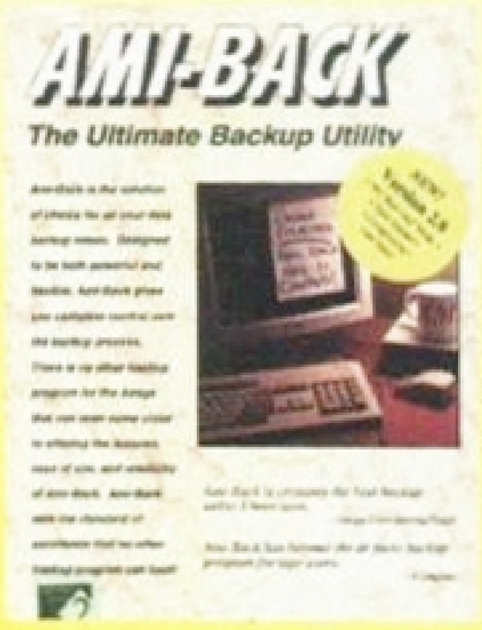
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Tracksuit Manager 2

It's the sequel to one of the finest football management games of all time. But does *Tracksuit Manager 2* live up to the reputation of it's predecessor?





First of all there was eight bit *Football Manager* by Kevin Toms. It spawned a million imitators which, although improving on the original formula, never quite seemed to deliver the same encapsulating experience.

Until, that was, *Tracksuit Manager* made an appearance. With the arrival of this game the whole concept of the football management game was turned on its head.

Tracksuit Manager offered in depth tactics and allowed room for analysis of each players progress. It also broke ground by offering a running commentary which let the manager see who was playing well and who wasn't.

Continued overleaf ➡



Left: If you get bored with the commentary, it can be speeded up significantly. It pays dividends to pay attention though.



Above: The newspaper is a good reminder of how you're doing and keeps up motivation.

Right: Keeping track of the scout reports and what other members of the club are saying is vital to your team's success.





Above: Luckily, waiting for the set up only happens once. A500 owners have to wait for fifteen minutes.

Right: The modular design of the game lets you access most areas quickly and easily.





← The concept and the features reinforcing the concept helped make *Tracksuit Manager* one of the most successful football management games of the time. I was working in retail when it was released and couldn't order enough of them into the shops to satisfy demand.

But time stops for no game. Since then, *Tracksuit Manager* has been surpassed in terms of tactics, tricks and features. When asked to comment on the commentary device in *Tracksuit Manager*, Steve Faragher – Editor of top Role Playing magazine *Arcane* and all round connoisseur of computer football management games - said that he would "nick it for my perfect game." Heady praise indeed.

But, how does the sequel shape up, taking into account the considerable length of time separating the two? Have Alternative done enough to deliver the goods to an expectant Amiga public? Or are we all going to be disappointed?

THE SECOND COMING

Before tackling the questions, let's take a look at what's on offer.

There are two versions. One for the A500/600 and another for AGA machines. There are three disks for AGA and two for ordinary machines. The only real difference between the two lies in the quality of the picture back drops; AGA graphics take up more space.



Alternative recommend that you make copies of the disks and use the backups. The game uses a protection system based on coloured symbols. Conveniently, all of these symbols are printed on the label of disk two, dispensing at a stroke with the need for the manual to be around at all times. Nice one.

Unfortunately this thoughtfulness is let down by the lack of a hard drive installation program.

After selecting the team you want to play – it can be any team in the English football league – you have to choose from one of five character types for the manager. There's no mention of the difference between the characters in the manual, so although the categories are fairly self explanatory, the difference they make to the game is hard to fathom.

Below: The character of the manager plays a role in how well the team will do. You won't notice much difference until you've played lots of seasons.





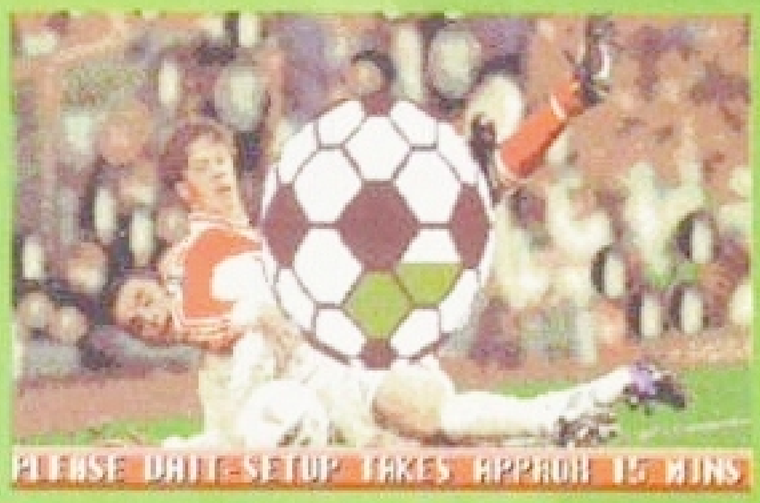


Right: One of the most underrated wingers in the world has got to be little Patrick here. Even *Tracksuit Manager 2* doesn't pay him full homage.

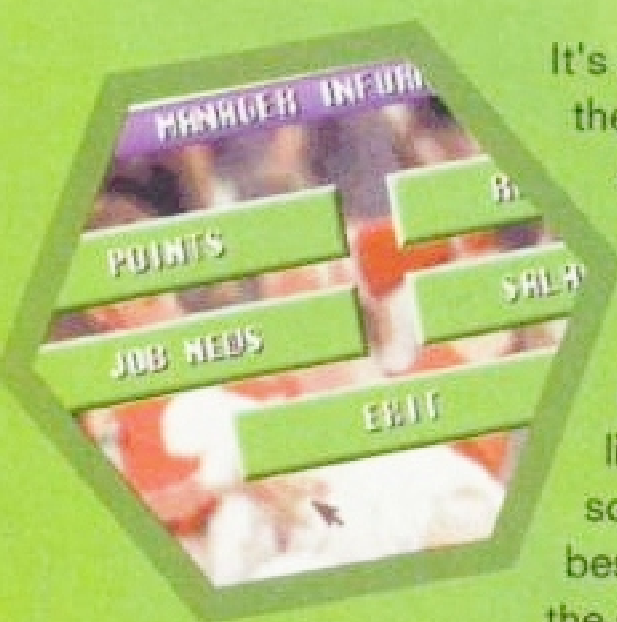


Above: Looking straight above reveals a character who looks a bit like David Pleasance. Spooky.

Above: No prizes for guessing what's happened here. No animations embellish the triumph.



Right: The lower resolution of the non AGA screens is immediately apparent. However, happily it doesn't detract from the game one bit.



It's also at this stage that the option exists to play against someone else. As with most things, this adds spice to the prospect of winning leagues, cups and the like. Knowing that someone is trying their best to beat you amplifies the experience and it may be on this feature that Alternative will pick up a tidy amount of sales.

The layout and the design of the game at first seems like a hybrid of *On the Ball* and *Super League Manager*. The control centre for access to the various features of the game is in the style of an office. There are several functional icons cunningly disguised as office furniture. *Super League Manager* adherents will probably be disappointed to find that you can't drink from the coffee cup. In all, there are 11 access points out of the office. From these you can pick a team, buy and sell players, find another job, converse with staff such as physios and coaches, analyse data, scout out the opposition, and generally take control of all aspects of the game.



ON THE BALL

Once you become completely familiar with the navigations skills required, you can start to hone your team and get in tune with the beauty of the tactics and strategy. For it's here that *Tracksuit Manager 2* excels. Everything you could possibly want to know about your players is there to be analysed; past form, present form, strengths, weaknesses, fitness, value, psychology, ratings, and discipline.

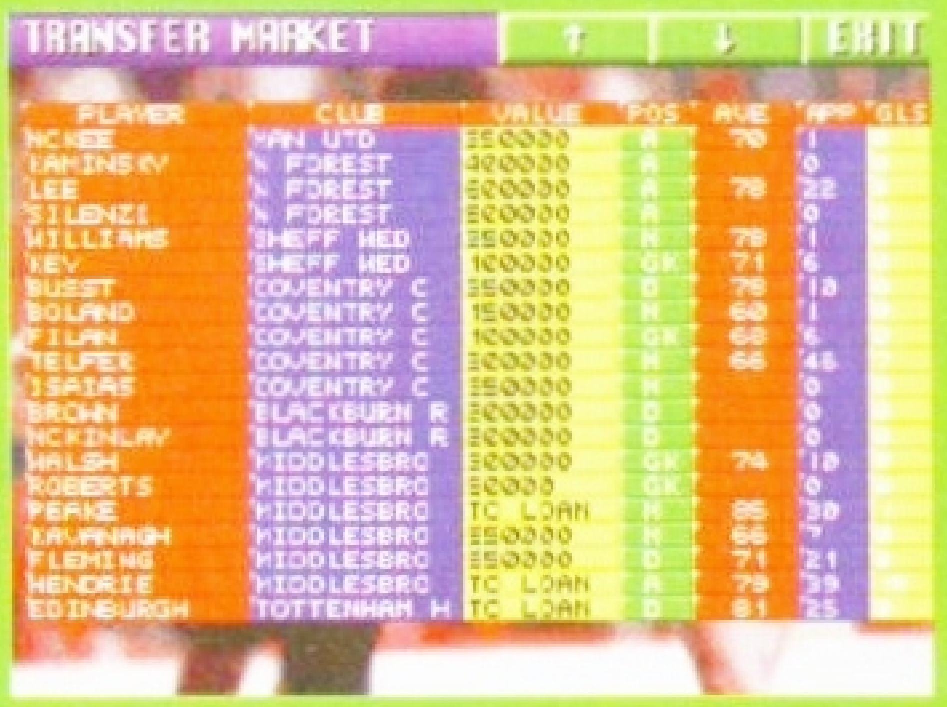
Where they play on the field and how they play isn't just down to the formation, style and tactics chosen by the manager. Individual players can have specific instructions such as hanging back in defence or supporting the attack issued to them. As such, it makes the whole process feel organic and evolutionary; you just know you'll tune your tactics to perfection in the next match.

In all, it hangs together well. If the manager stays in tune with the individual performances of his players, results

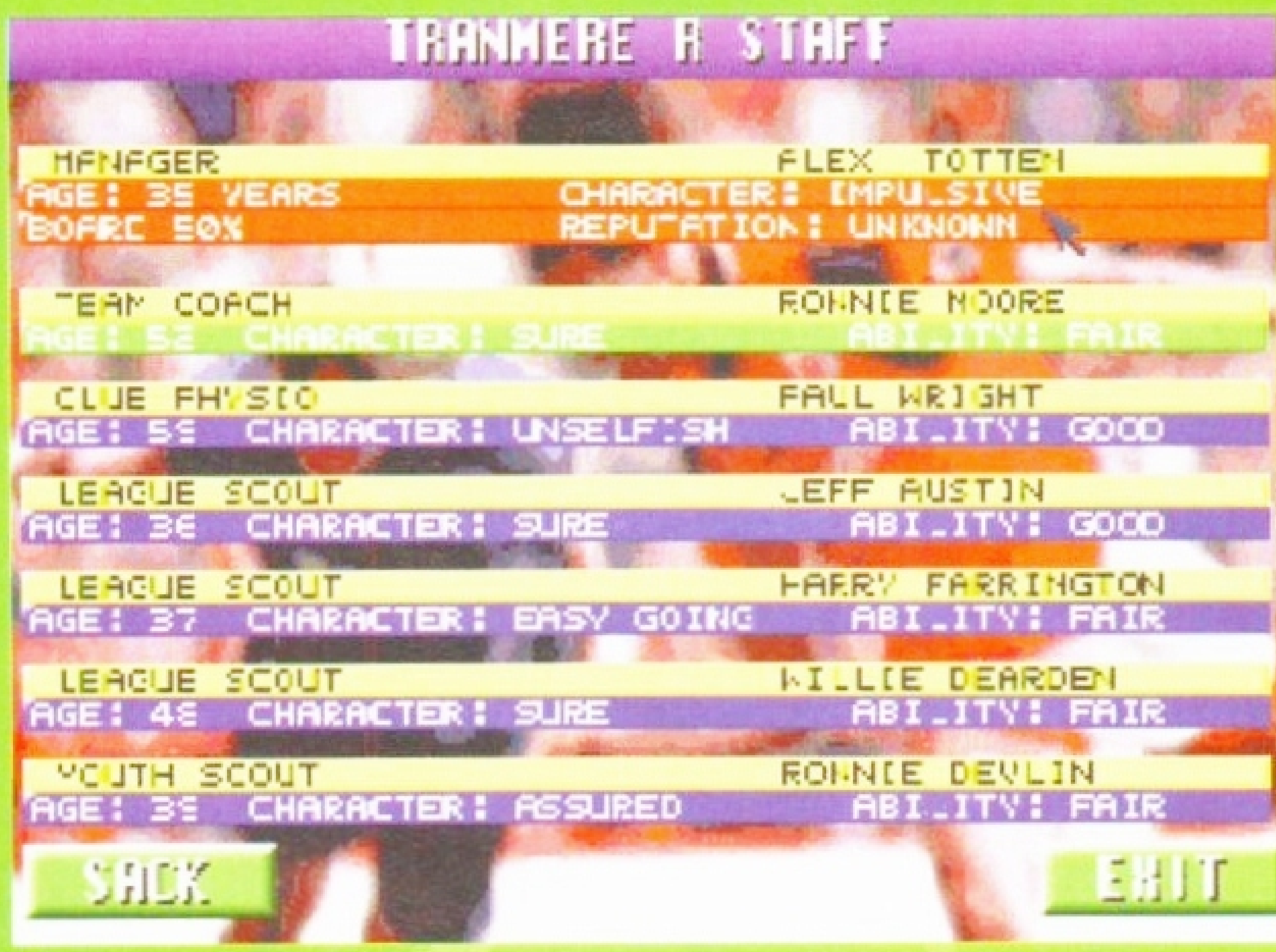


Continued overleaf ➡





Right: The groupings of the players on offer could have been better organised.

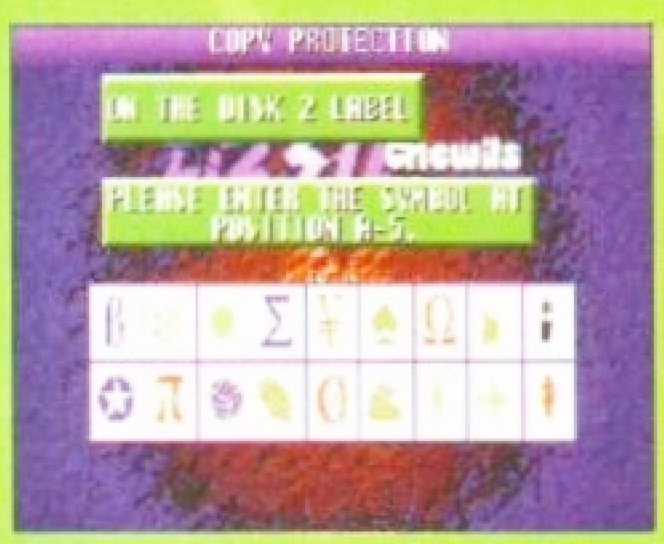


Above: Old staff can be fired and new staff hired from this screen.



Above: David Ginola grabs a quick drink of Newkie Brown after scoring a well worked goal.

Above: The statistics on the match give vital clues to the performance of your team members.



Right: The copy protection is conveniently placed on disk 2. It stops all that horrible mucking around with manuals.



will come. One criticism concerns the team selection though. It would have been nice if you could swap players when all of the stats on each player are displayed in the attributes screen. Instead you have to go back to the previous screen and carry out the placement from there. Direct ability comparisons while on the job are therefore hard to carry out.

The running commentary, while groundbreaking in its day, seems quaintly static now. However, it still represents one of the better ways to hone your eye on individual players and assess their performance. You can tell exactly whose got the ball, what they're doing with it, and whether or not they're being outfoxed by a classier opponent.



But, with the likes of *Player Manager 2*, *On the Ball*, *Premier Manager 3*, and *Ultimate Soccer Manager* offering match views that let you build up a bigger picture in your mind's eye, it seems too limited by today's standards. Perhaps a hybrid of commentary and visual matchplay would have been better.

So, despite being a self contained and entertaining game, Tracksuit Manager 2 hasn't moved with the times as much as it should have. It doesn't offer anything groundbreaking, innovative, different enough or unique enough to make it an outstanding purchase. It's solid, dependable, and fun. Wait until *Championship Manager 2* is finally released before making a final decision to buy.

TRACKSUIT MANAGER 2

Publisher
Alternative Software

Price
£25.99

Versions
A500/600 & A1200/4000

System requirements
1Mb

Release date
Out now

GRAPHICS 6/10
Clever use of colour doesn't disguise that it's mostly text.

SOUND 6/10
Music is cheesy. FX are passable.

ADDICTION 8/10
Yes it comfortably makes the grade of addictive.

PLAYABILITY 7/10
Fiddly mechanisms make it a bit niggly to control.

OVERALL VERDICT

Doesn't fulfil the promise of its pedigree, but it's still fun to play and ultimately that's what counts.

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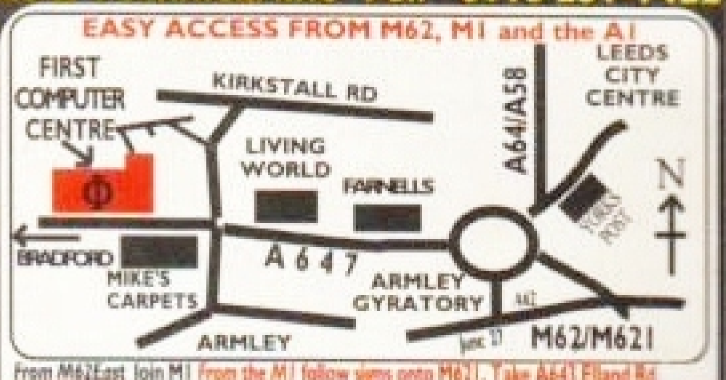
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SLAM TILT

A Crocodile Multiball: Two balls, three flippers, lots of panic.







Slip the ball up the mode start ramp to, er, start the mode.

Nautical, but nice: The Pirate table has many hidden depths.

Richard Jones says the latest offering from 21st Century is a whole new ball game...



The Amiga's best pinball game is brought to you courtesy of Scandinavian coders Liquid Design.

Finally there's an Amiga pinball game that has broken the mould. Until now flipper games have either been perfectly-scrolling, good-looking and ultimately boring reproductions of The Real Thing (*Pinball Mania, Illusions*) or they've been quirky, curious things (*Pinball Preludes*) or they've been crap (*Thomas The Tank Engine*).

Actually, there is a fourth category for surreal French pinball games. It has one entry – *Ultimate Pinball Quest*.

And do you know something? For years, people who choose silver balls and flippers as their favourite stimulant, have been muttering: 'Why can't they get it right? What we want is an Amiga pinball game that doesn't try to replace The Real Thing, but develops it – we want sub-games, and video sequences and loads of top technical trickery.'

In short, pinball games that try to imitate The Real Thing are stuff and nonsense. Real pinball machines have been trying to introduce a video game element for years. *Slam Tilt* at last says: 'Hang on, I'm a video game. Maybe I should include some little video sequences...' It's a cunning plan. And in this case it works rather well.

Slam Tilt is not an unqualified success, but it moves the Amiga pinball genre on so far that you can safely ignore most of the previous games: The future of Amiga pinball games starts here...

So what have we got then? Well, Slam Tilt is a huge game, there are too many features and video modes to look at all of them, but let's take a peek at each of them, starting with...

PIRATES

A seafaring theme. Some might say nautical, but nice. But not us. A similar table to Mean Machines in that it's a bit fussy and the video modes are intriguing rather than adrenaline-pumping. The process for activating the video bits can be a bit of a yawn too. It involves firing the ball up the lane just to the left of the top-left flipper and then, when the ball lands on the top flipper, hitting it up the mode chute. Here are some of the good things on offer:

Shark Attack: A simple, if chilling scenario. You will be eaten by a large-finned beast unless you can hit enough ramps and loops and things to put 34 seconds between you and the big fish. Those with a keen sense of the morbid might enjoy the 'being eaten' sequence.

Knife Throwing: Throw knifes, avoid canon fire keep the ball in play, sweep the floor. This one will keep you busy. Or not if you can't do it. You don't really have to sweep the floor, but you are supposed to dodge cannon balls by using the flipper keys and lob knives using the Return key.

Crocodile Multiball: Easy-peasy two-ball multiball made all the more worthwhile by the hilarious music.



Overall: There's loads more to this table, but do you really want to dally on it when better things await?

87%

Why do pirates always wear patches? Answers on a postcard please.



Simple, yet cunningly effective, Night Of Demons boasts some top features.

Top: This chap gets pummelled every time you hit a bumper.
Middle: Drop the werewolf or suffer the ghastly consequences.
Bottom: The ghastly consequences of not dropping the werewolf.



Use the top flipper to shoot the tricky little ramps to the right.



More multiball mayhem. This time from deep space.



Good-looking graphics and great gameplay. What more could you want?

NIGHT OF DEMONS

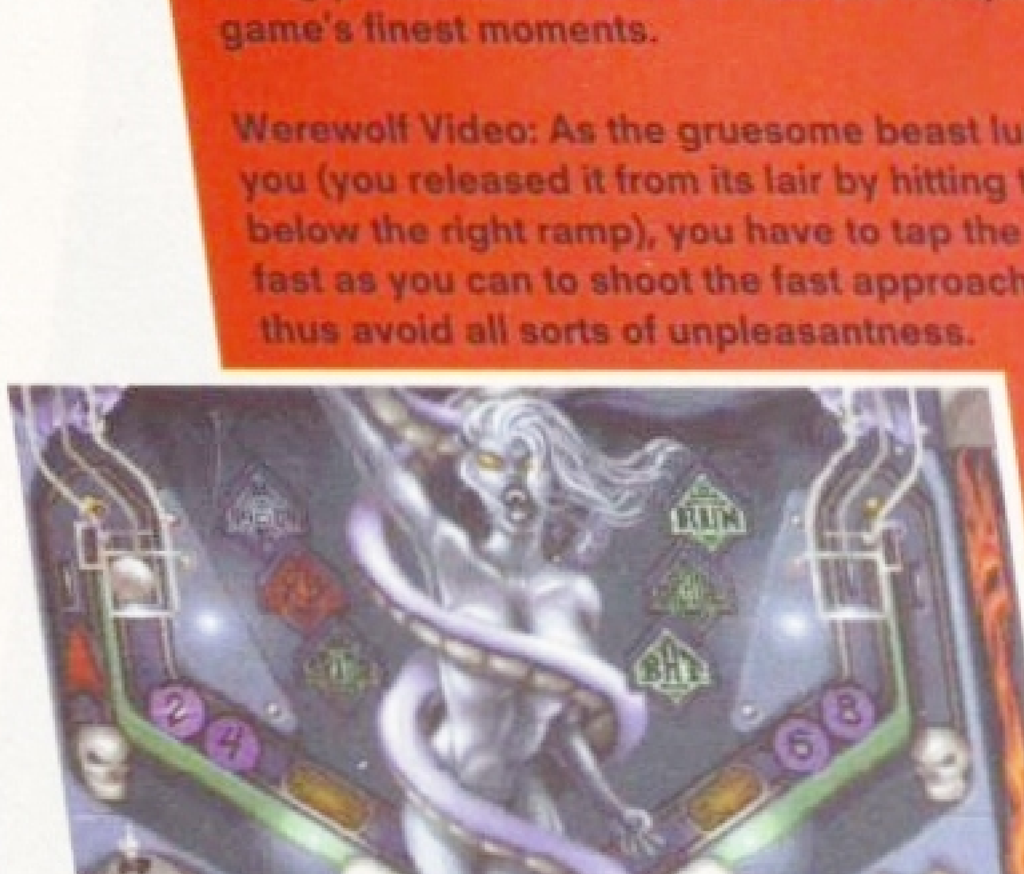
A simple, indeed sparse, table compared to the clutter of Mean Machines. But Night Of Demons comes a close second to Ace Of Space in the list of top Amiga pinball tables. Some players might find the squelching noise made by the stake-on-flesh in the Exterminate Vampire mode, a tad uncomfortable. But you can always turn the volume down. The best bits are:

Bat Butcher: A simple plan. After shooting the appropriate ramps to activate the mode, a bat flutters around the video screen. By firing the ball up more ramps, you can unload a double-barrelled shotgun at it. Crude, yet worryingly addictive.

The Mega Mutant Meatball: Hit the right ramps to leg it from the hideous meatball beast. You'd be foolish not to.

The Bumpers: The sight of the poor chap on the video screen being pummelled as the ball hits the bumpers is one of this game's finest moments.

Werewolf Video: As the gruesome beast lurches towards you (you released it from its lair by hitting the Werewolf Trap below the right ramp), you have to tap the flipper keys as fast as you can to shoot the fast approaching werewolf and thus avoid all sorts of unpleasantness.



Overall: Simple, yet fiendishly effective.

94%

Why do pinball tables often feature semi-naked women? Answers in an envelope please.

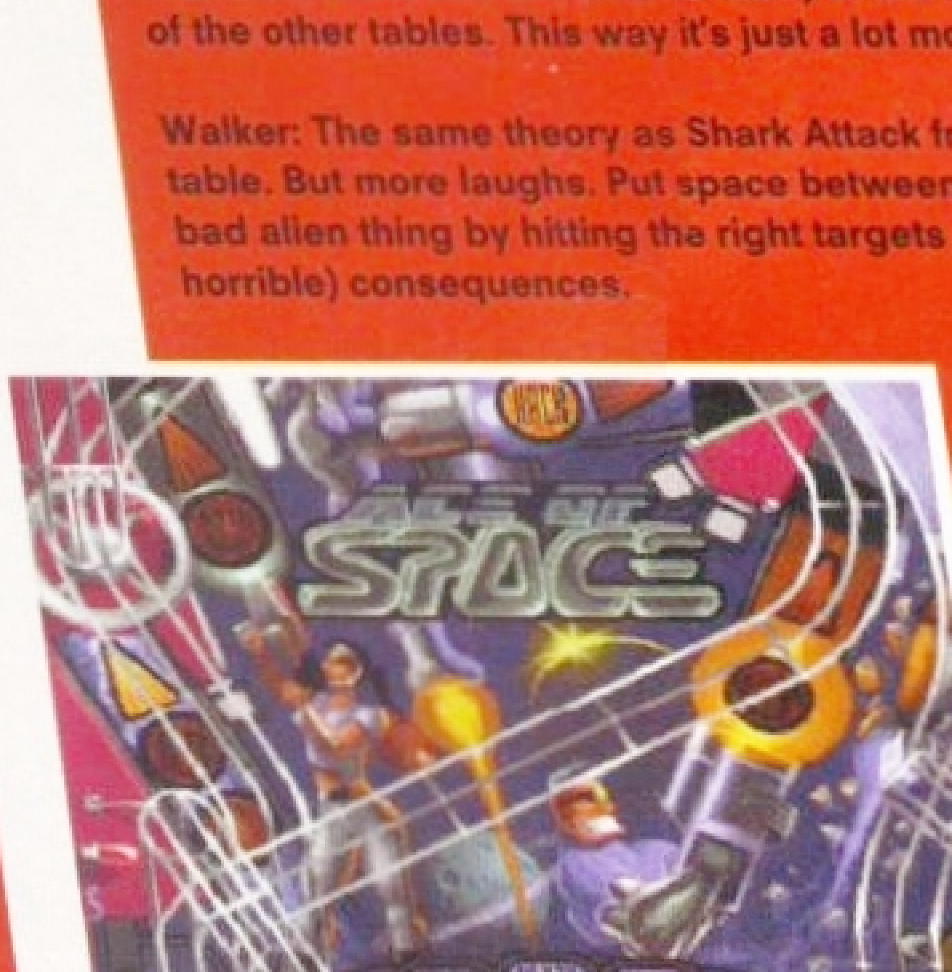
ACE OF SPACE

Possibly the finest pinball table in the history of the Amiga. This is the only computer pinball table I've ever played where I've used the Space Bar nudge to desperately (and, in this case, successfully – phew!) try to keep the ball in play. Let's face it you usually only really hit that Space Bar to see how far you can push the table before it tilts you. A fantastic table, it's simple, yet compelling. All you have to do is whack the ball into the Space Station on the bottom left of the screen and hit the appropriate mode start. But you can have loads of modes lit at once! You breathlessly, finish one and another is upon you! Crikey! Here are the best bits:

The Death Planet: Brilliant. In video mode, you are hurtled at walls and have to dodge them using the left and right flippers. It's the same theory as the Formula One malarkey on Mean Machines. But that was a bit dull and this is white-knuckle mayhem. Ridiculously simple. Very exciting.

Blam!: Blast video targets – including a banana, a space station and a cyber cow – by hitting the appropriate ramp. The mechanics are identical to many of the features on some of the other tables. This way it's just a lot more fun.

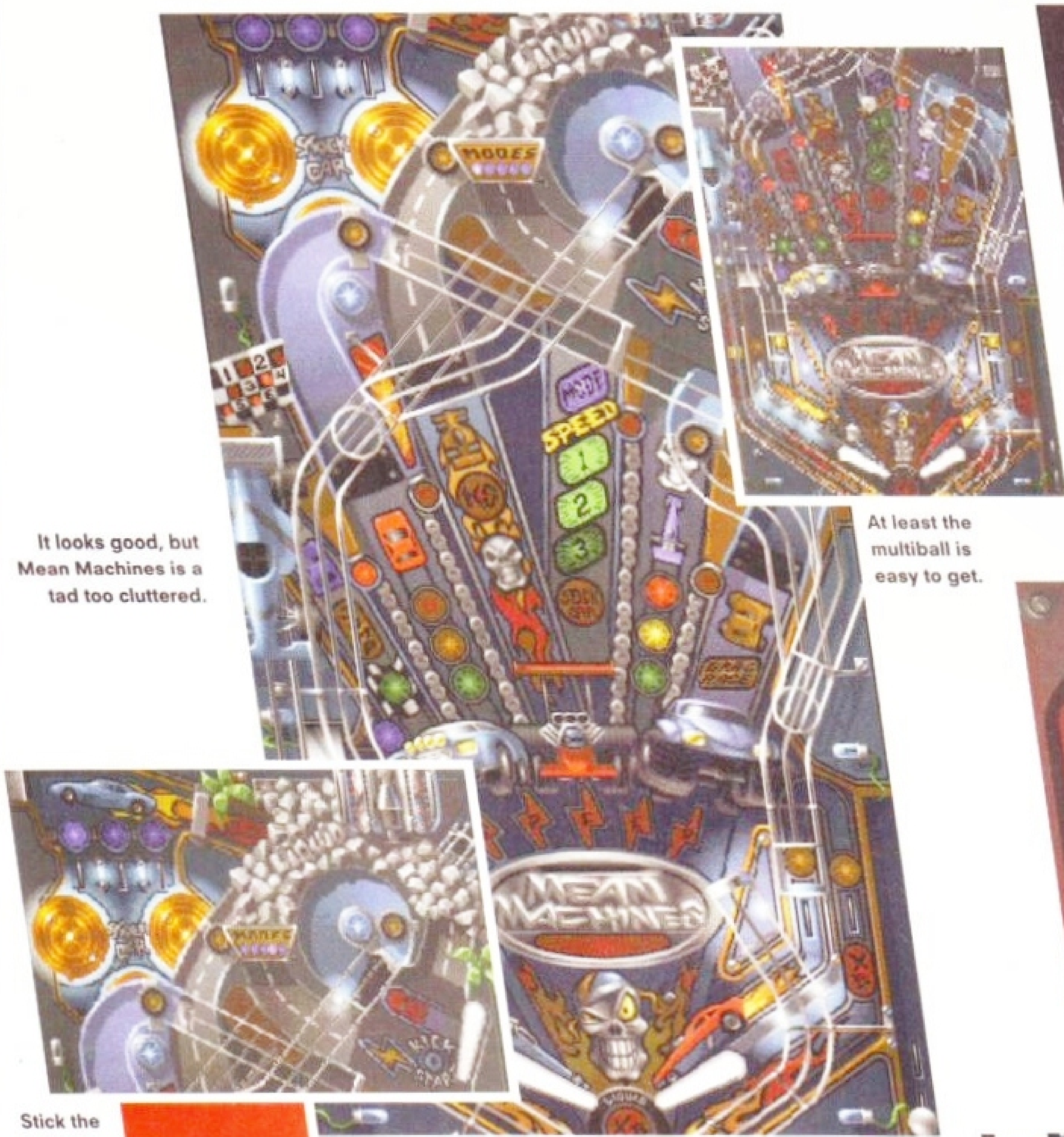
Walker: The same theory as Shark Attack from the Pirates table. But more laughs. Put space between yourself and a bad alien thing by hitting the right targets or suffer the (quite horrible) consequences.



Overall: Expertly crafted table. The best.

95%

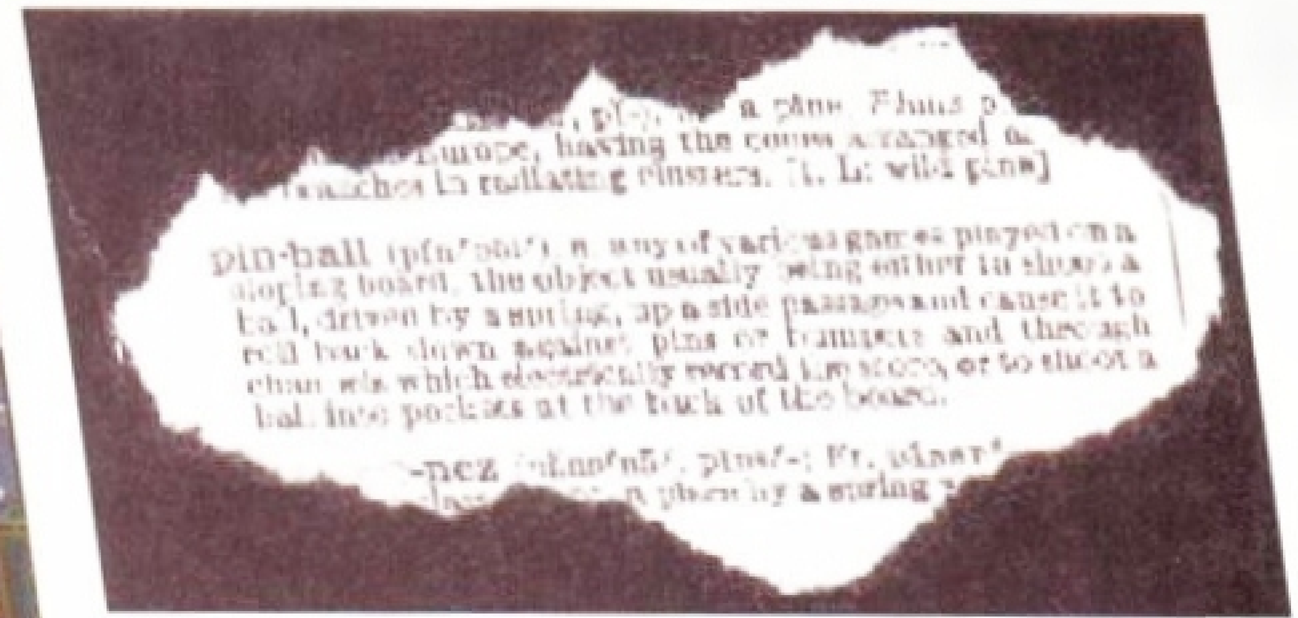
Ace Of Space is the best table here, or, indeed anywhere else in the Amiga world.



It looks good, but Mean Machines is a tad too cluttered.

At least the multiball is easy to get.

Stick the ball in the hole by the blue car to get on the road.



Slam Tilt is the biggest, best and most imaginative pinball game on the Amiga. Adventure, intrigue and fantastic flipper action.



Slam Tilt: Its video modes and sub-games take the Amiga pinball game into new territory. And about time too.

MEAN MACHINES

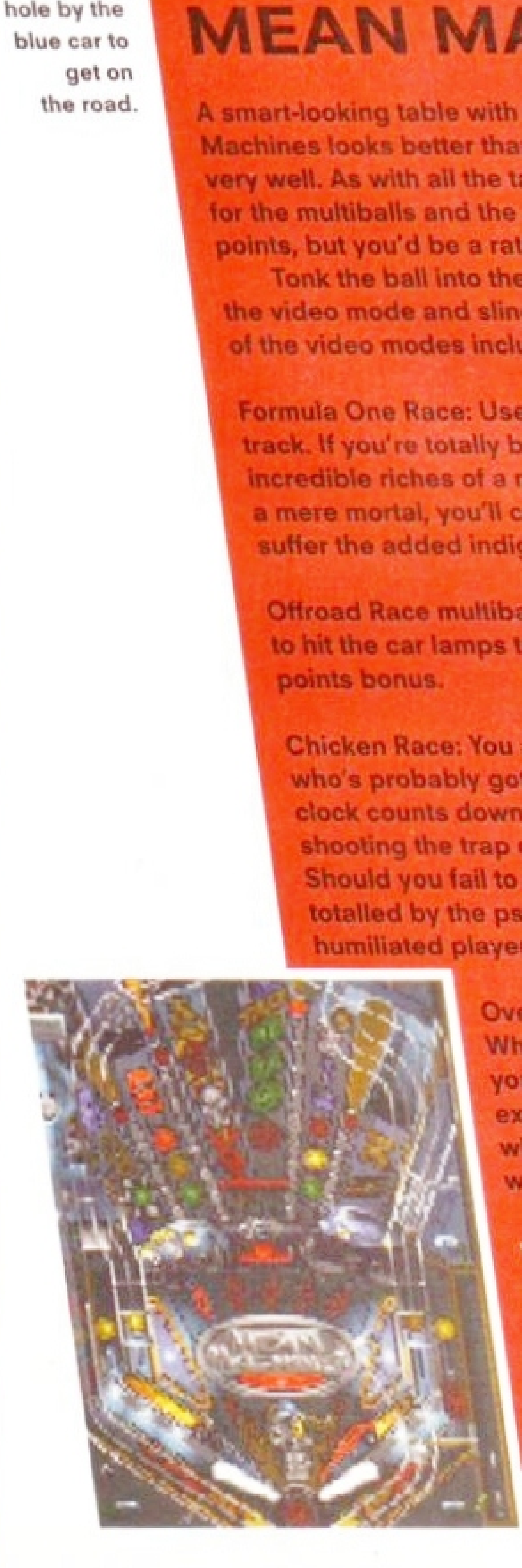
A smart-looking table with loads of ramps and flashy things, Mean Machines looks better than it plays – it looks fantastic and plays very well. As with all the tables, the object of the exercise is to go for the multiballs and the video mode. You could just play for points, but you'd be a rather sad individual if you did.

Tonk the ball into the hole at the top-left of the table to activate the video mode and sling it in there again to start it. The highlights of the video modes include:

Formula One Race: Use the flippers to steer your car around the track. If you're totally brilliant, you'll do this six times, collect the incredible riches of a maximum bonus and an extra ball. If you are a mere mortal, you'll crash after a few seconds, swear a lot and suffer the added indignity of No Score flashing up on the screen.

Offroad Race multiball: A three-ball multiball, the object of which is to hit the car lamps to overtake your rivals and collect a nice fat points bonus.

Chicken Race: You are in a head-to-head race with a psychopath who's probably got no licence and been drinking heavily. The clock counts down and the later you leave it before confidently shooting the trap on the left of the table, the more points you get. Should you fail to hit the trap before the time runs out, your car is totalled by the psychopath and you climb from the wreckage a humiliated player.



Overheat: A curious and slightly unnecessary thing. While you are doing something far more important, you notice that your car is overheating and eventually explodes. You can prevent this happening if you stop what you're doing and hit a few lights. Or you can watch your car explode, which is far more satisfying.

Don't worry, you've got plenty more.

What is it with cars and pinball? Answers in a small parcel please.

Overall: Good, in a methodical and (hrnghh!) mechanical kinda way.

88%

SLAM TILT

Publisher
21st Century

Price
£29.99

Versions
A1200/A4000

System requirements
2Mb

Release date
Out now

AMIGA FORMAT GOLD

9/10 GRAPHICS
The tables look great, the video modes are simple, yet cunningly conceived.

9/10 SOUND
Hard rock, haunting melodies and loony tunes. Fantastic.

9/10 ADDICTION
The only pinball game that grabs you by the, er, balls.

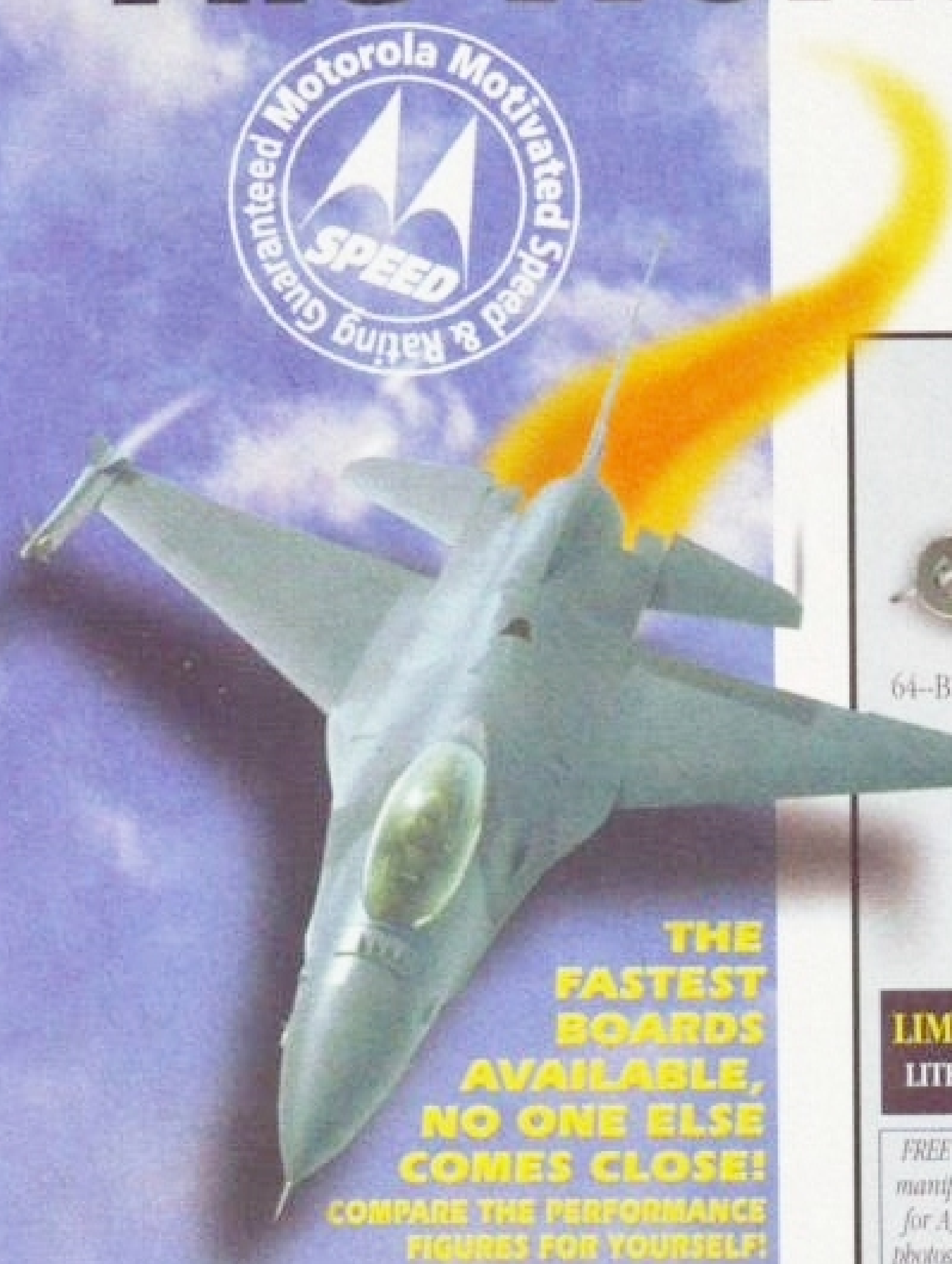
9/10 PLAYABILITY
Brilliant. Flipper control is everything you could possibly ask for.

OVERALL VERDICT

Compelling pinball action packed with humour and hidden depths. Plays like a dream.

93%

The World's FASTEST AMIGAS are on this page!



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A1200 with 1260, '060 & 4Mb	38.71
A1500 /2000 with 2060, '060 & 4Mb	38.71
A4000 with Cyberstorm, '060 & 4Mb	39.85

Comparative MIPS performance figures measured using SysInfo. Each board had the appropriate SIMM fitted (required to activate accelerator).

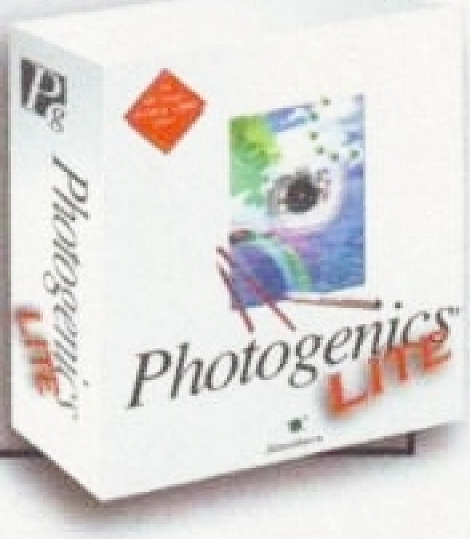
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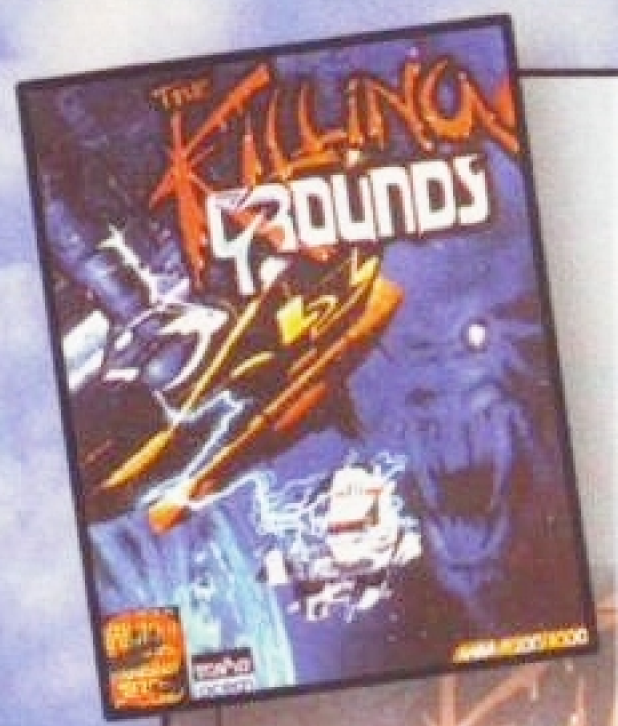
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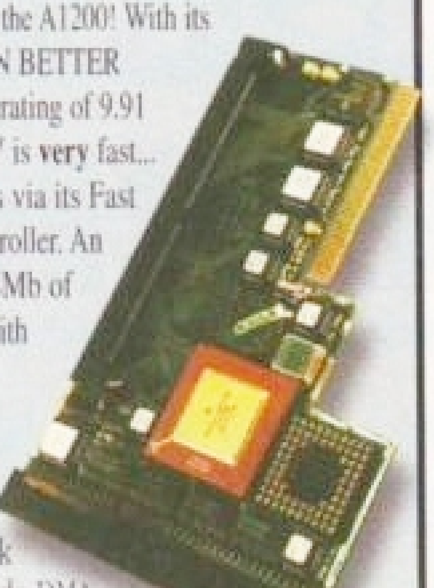
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TEAM17 ocean

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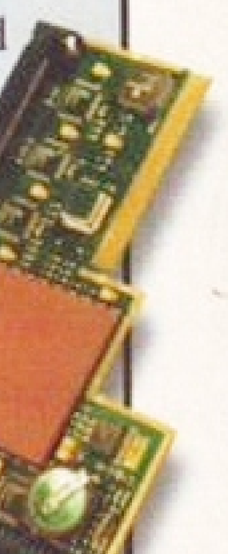
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Steve McGill has some sound advice on the games worth buying and the games not worth a second glance.



Games Check



PINBALL PRELUDE

(*AF81* 90%) Effigy Software

One of the best pinball games released on the Amiga. By definition that makes it one of the best pinball games around.

Plays around with the concept of pinball and Newtonian physics in an admirably frivolous frisson of gameplay and fun. There are three tables in all, each one representing a distinct era of time.

The first, set in the past, is completable. The second is probably the best, and the third gives the player a pseudo 3D view which adds up to one of the most original versions of a tiring genre. Tilt that wallet now.

ZEEWOLF 2: WILD JUSTICE

(*AF80;* FG90%) Binary Asylum

You keep on missing this one guys. And you shouldn't. Some day soon, one of the console developers is going to pick up on the potential of this game and claim it as their own.

Zeewolf 2 puts you in charge of a blue helicopter which is viewed from a first person-ish perspective. It has three weapons systems plus a whole battery of remote link vehicles to call upon in missions of particular difficulty and sensitivity.

You have to bring peace to the world by rescuing prisoners and hostages and killing as many of the enemy as possible. It's open ended enough to be described as the thinking man's shoot-em up and one day soon it's going to be recognised as representing the kernel of next generation gameplay. Go for it. NOW.



ZEEWOLF 2: WILD JUSTICE: "The thinking man's shoot-em-up". Binary Asylum's unique *Format* Gold winning chopper game now has even more features.

FEARS

(*AF76;* FG92%) Manyx

Truly inspirational use of the AGA chipset merges with a *Doom*-clone so tough that it probably offers the best value for money of any game on the market at the moment.

Also included is an editor and an advanced editor to create your own dungeon scenarios, as well as that all-important link-option, enabling you to hunt down and kill your best friends.



ODYSSEY

(*AF76;* 85%) Audiogenic

Beautiful little platform-based arcade adventure that plays at a pace set by the gamer himself. It can be fast; it can be slow; it can be in between.

Requires a bit of thought on the best way of overcoming seemingly insurmountable problems, but the ability to change into any one of ten creatures certainly helps. Great!

SUPER STREET FIGHTER 2

(*AF75;* 88%) US Gold

Despite the smallness of the sprites, the excessive number of disks and disk swaps, *Super Streetfighter 2* manages to capture the gameplay, combos and special moves of the arcade original in a way that excited our resident *Streetfighter* champion, Graeme Sandiford to sum it up as: "Surprisingly good, except for the graphics".

GLOOM A1200

(*AF75;* FG91%) Guildhall

One of the main contenders for the accolade of top Doom-clone on the Amiga, *Gloom* was created, developed and programmed using Amiga-only software: *Devpac2, Blitz Basic 2, Art Department Professional* and *Deluxe Paint.*

It puts the proverbial finger up to developers with pretensions of global grandeur and proves that you don't need a marketing-budget the size of a lottery-win to create successful, exciting games.

DISASTER AREA

Cover thine eyes, sweet child, from these ABOMINATIONS



FANTASY MANAGER

(*AF78* 48%) Hit Squad

A terrible attempt at implementing fantasy football leagues on the Amiga. In a fit of console mentality, Anco figured that by licensing the right to print pictures of David Baddiel and Frank Skinner they could get away with the minimum of programming.

So many fundamental mistakes in terms of design and user friendliness, it quickly becomes apparent that it's a cash in of ridiculous proportions. Even at the budget price of £9.99, it's still a waste of time.

SUBVERSION

(*AF76;* 10%) Guildhall

Any feature of a game can be twisted round and made into a benefit. So, from an advertising point of view, *Subversion* boasts hundreds of thousand of different combinations of play and ten levels of difficulty. In reality, it presents you with one sub-standard ZX Spectrum screen which is so poor it doesn't even make it on to the glossily packaged box. Avoid.

Harry may be a manky brown hedgehog and Charlie may not be so cool but for under £10 Steve McGill reckons they're worth a look at.

Charlie J Cool



Some jumps require pixel perfection.



Charlie looking incredibly cool. The idea, surprisingly enough, is to dodge, jump, collect and kill across 28 levels of horizontally-scrolling action, picking up keys along the way.

CHARLIE J COOL

Publisher
NRC Software
131 Gunnersbury Avenue
Acton
London W3 BLE

Price
£9.99

Versions
A500/600 & separate A1200

Release date
Out Now

50%

Charlie J Cool was reviewed by the illustrious Stephen Bradley in issue 67 of *Amiga Format*. He gave it 50% and concluded that it was "stunningly average stuff indeed".

There's not much more we can really add to that, it is "stunningly average". The reason we're looking at it again this month is due to the unfortunate circumstances the game found itself in.

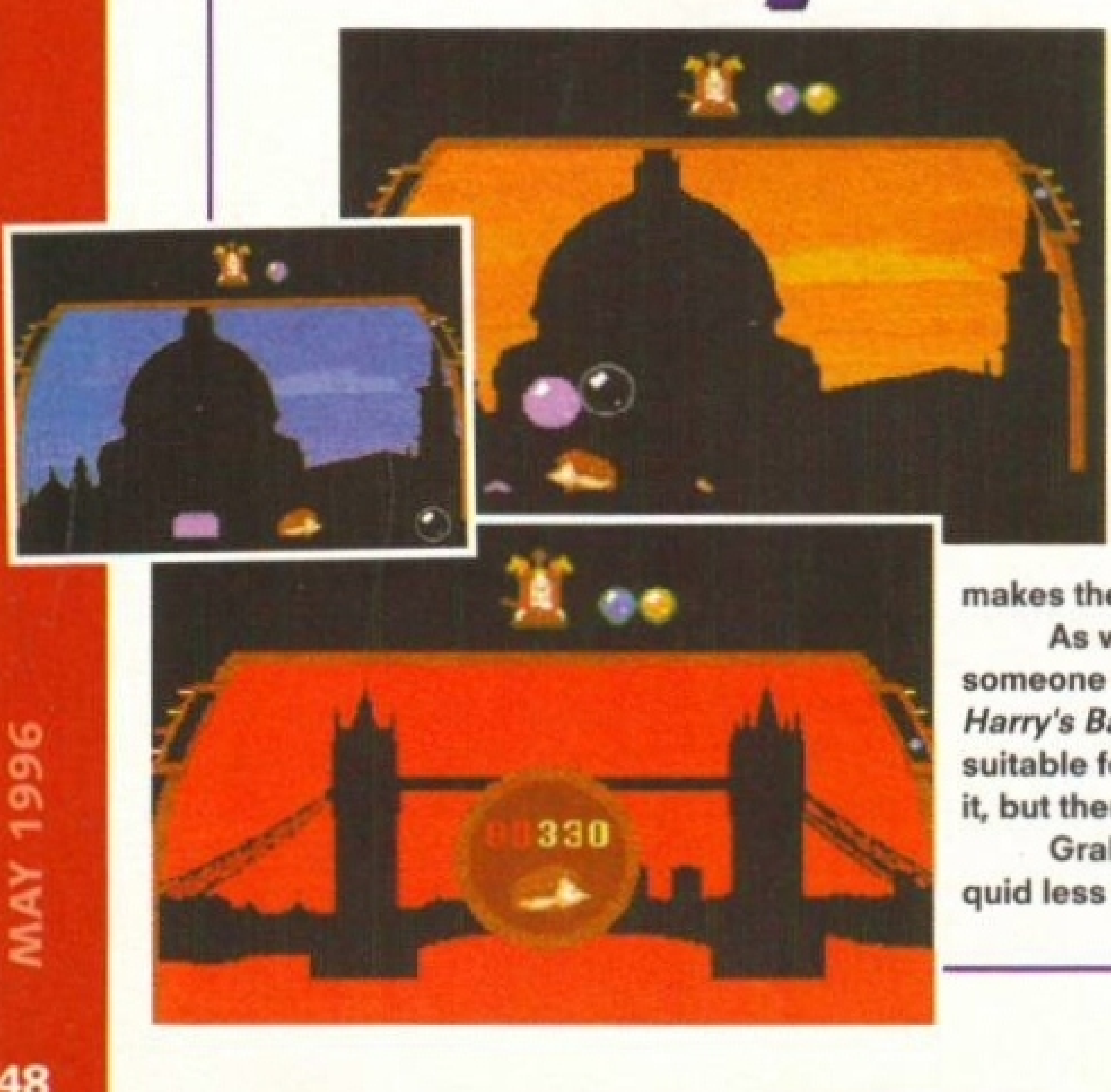
Charlie J Cool was never published because Rasputin fell into disrepute before they could actually start shipping the game.

Therefore, the creators have decided to go it alone and release *Charlie J Cool* onto the mail order circuit. It's not a bad idea, for despite being stunningly average and suffering from some of the worst platform mechanics of the genre, there will still be people willing to buy and play it.

The plot, just like any platformer, is mostly irrelevant and attempts to disguise some of the fatal design flaws such as great leaps of faith, certain falls that instantly kill you, and a propensity toward pixel perfection to make certain jumps.

You could do a lot worse for your £10, so if you've got money to burn, the address is in the little box at the end with the game score.

Harry's Balloons



Designed as a sporting challenge, *Harry's Balloons* is certainly very different.

The player is put in charge of a manky brown hedgehog character called Harry, whose principal purpose in life lies in helping balloons defy gravity and change colour.

The action takes place on one static screen and extracts much tactile jiggery pokery from the player as well as demanding a modicum of brainpower at the same time.

Hinging on the ability to keep balloons in the air while changing their colour is the essence of the game. To be expected the game becomes increasingly difficult and demands ever more juggling to progress.

To help, the occasional power up falls from the heavens and makes the job easier for Harry to execute.

As with most games, it's much more fun when playing with or against someone else. It also distracts the players away from the impression that *Harry's Balloons* doesn't really belong on the Amiga platform. This is more suitable for the likes of the C64 or the Amstrad CPC. Some people will love it, but then there are still plenty of people buying *Rise of the Robots*.

Grab a hold of the demo. Who knows, you might just think it warrants a quid less than a tenner.

HARRYS BALLOONS

Publisher
Collide Design
501 International House
233 Regent Street
London W1R 8QD

Price
£8.99

Versions
A500/600/1200

Release date
Out Now

40%

COMPETITION

WIN A TV!

WIN!

Football Management games are one of the most popular genres known to the Amiga. Alternative Software, after years of deliberation, have finally brought the seminally popular sequel to *Tracksuit Manager – Tracksuit Manager 2* is reviewed on page 37.

To help celebrate the event, those ever generous chaps from Alternative are offering a state of the art Goodmans 14" colour portable television. Not only can this telly double up as a personal monitor for the Amiga, but it will also tune into all of the terrestrial broadcasting stations carrying highlights and live matches from this summer's European Championships.

Just answer the following three easy questions and send your answers on a postcard (postcard only please) to "They Think It Hasn't Started. It Hasn't Yet", *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW. Alternatively, send your answers via e-mail to amformat@futurenet.co.uk putting Alternative Compo in the subject line.

The postcards with the correct answer will be drawn on the 30th May. The winners will be informed thereafter. Good luck

Questions

1. Which two UK teams have been drawn in the same group of the European Championships?

a) Wales & N. Ireland
b) France & Germany
c) Scotland & England

2. How many men make up a football team?

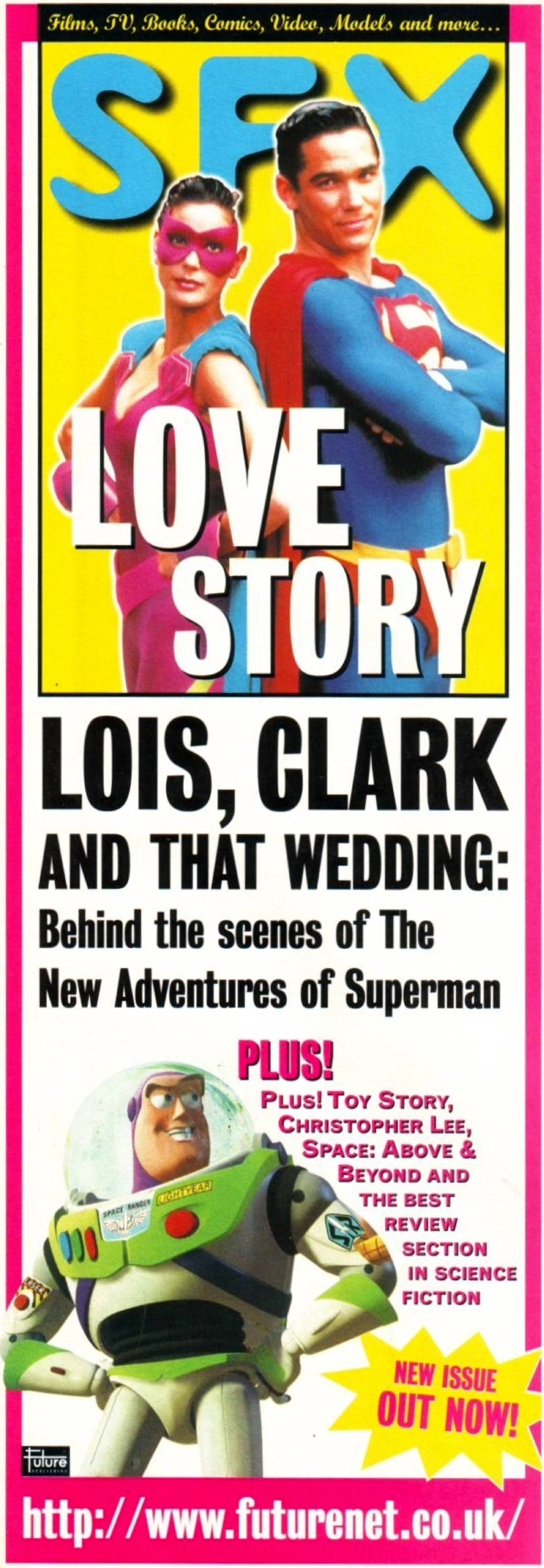
a) 1
b) 11
c) 111

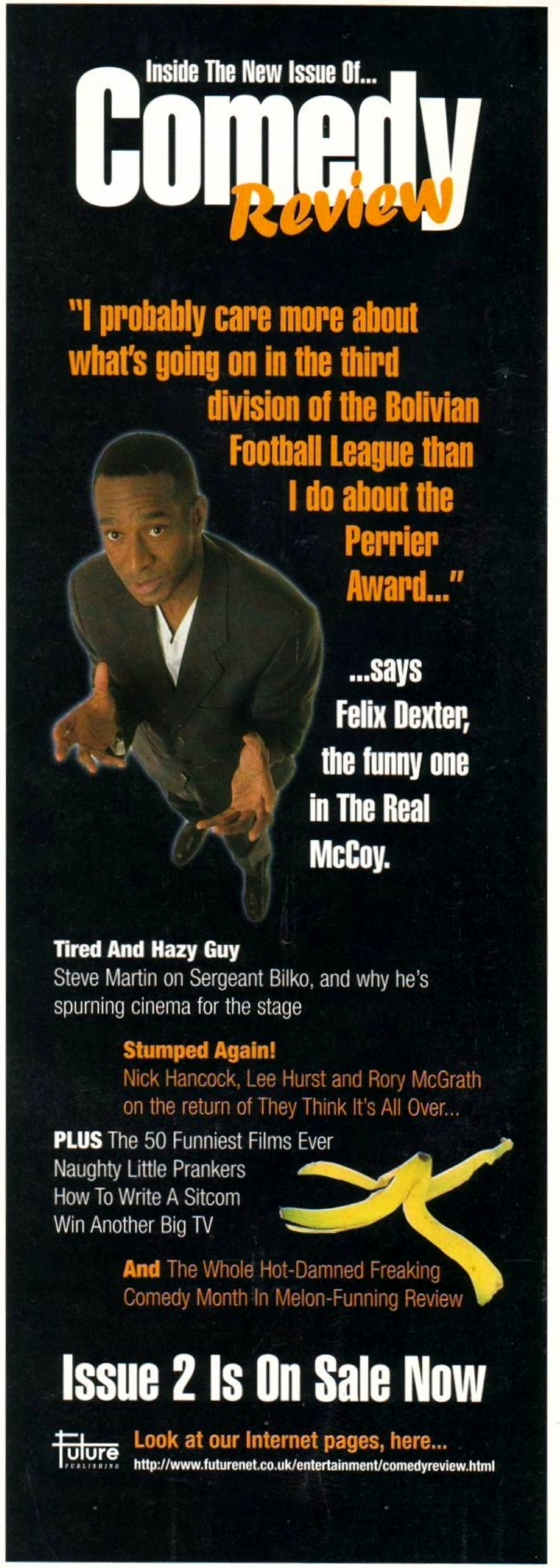
3) What is the name of the England Coach?

a) Fingers Malone
b) Del Boy Trotter
c) Terry Venables





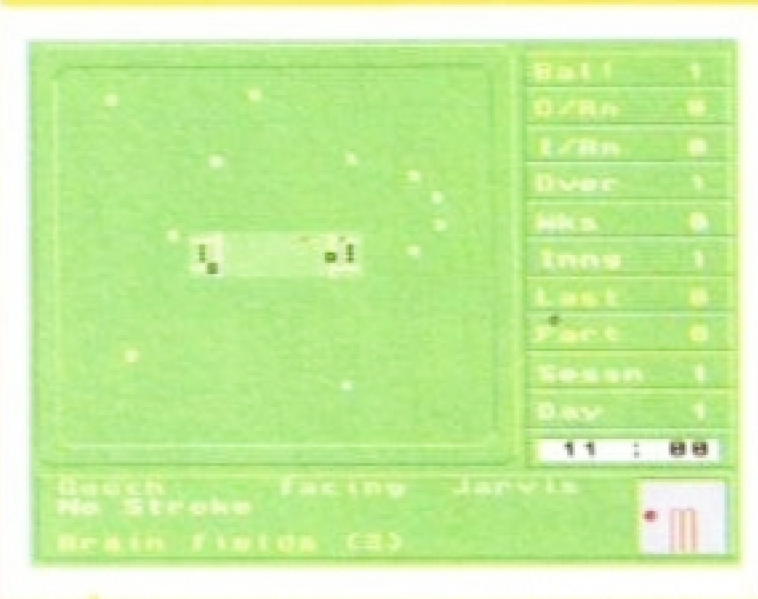

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LOVE STORY
LOIS, CLARK
AND THAT WEDDING:
Behind the scenes of The New Adventures of Superman
PLUS!
PLUS! TOY STORY, CHRISTOPHER LEE, SPACE: ABOVE & BEYOND AND THE BEST REVIEW SECTION IN SCIENCE FICTION
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Inside The New Issue Of...
Comedy Review
"I probably care more about what's going on in the third division of the Bolivian Football League than I do about the Perrier Award..."
...says Felix Dexter, the funny one in The Real McCoy.
Tired And Hazy Guy
Steve Martin on Sergeant Bilko, and why he's spurning cinema for the stage
Stumped Again!
Nick Hancock, Lee Hurst and Rory McGrath on the return of They Think It's All Over...
PLUS The 50 Funniest Films Ever
Naughty Little Prankers
How To Write A Sitcom
Win Another Big TV
And The Whole Hot-Damned Freaking Comedy Month In Melon-Funning Review
Issue 2 Is On Sale Now
Future
Look at our Internet pages, here...
http://www.futurenet.co.uk/entertainment/comedyreview.html

Test Match Cricket



Part of the complete lack of appeal in the game is the presentation. Just look at the wodge of system font text. Lovely.



This is the cricket field complete with batsman, fielders, and bowlers. Lovely.

Gosh. It's not often you come across a game that pulls back the bounds of expectations and redefines a new category of Amiga software.

First it was the computer game, then it was the videogame. Then, when the software houses decided they wanted to actively seek out potential adult buyers of their products, they coined the pretentious phrase 'interactive entertainment'.

Test Match Cricket goes one further than that. It's full blown 'non-interactive boredom'; from the graphics, to the method of 'non-interaction' to the gameplay, to the time taken to play the game; nothing is of interest. Quite literally nothing.

It's designed badly, it's unattractive, it lacks a feasible control interface. It's terrible.

The game comes on two disks. One of them is a save game, although it really should be a 'please save me game'. The game cons you into thinking that some of your input is actually worthwhile but after you've played for a mind numbing time (this could be anything from five minutes to two hours – time and the desire for life loses all meaning during play) you realise that the only strategy that exists lies in the swapping around of either the bowlers or the batters. And that small amount of excitement only lasts for a brief five or six seconds.



I reckon it took all of a fortnight to write this game. It's so bad it's not even funny anymore.

The manual (which incidentally to save production costs is a photocopied rag held together with two staples) covers four other games in the same series.

All of your actions are carried out by pressing the keys and the game is so badly programmed that the mouse pointer is exactly the same colour as the background. They would've got away with it too if it hadn't been for that pesky mouse.

In conclusion, *Test Match Cricket* isn't just an enemy of the Amiga market, it's a blood sucking leach. Burn it off with a cigarette today. AF

TEST MATCH CRICKET

Publisher
Challenge Software
Tel 01302 890000

Price
£9.99

Versions
A500/600/1200

Release date
Awaiting Publication

System requirements
1Mb

Release date
Out Now

Verdict
If you see a sticker on the box saying 'Special Buy' don't believe it. It is the work of a con artist.

5%

Treble Champions 2

Following in the concrete boots of *Test Match Cricket* is *Treble Champions 2*. Given that the 2 at the end of the title of this game strongly implies that there was an original, it makes you question the existence of such a thing as God.

Surely God, if he lived up to his reputation as being almightily compassionate, would protect his Amiga flock from the blasphemies represented by the very existence of this game.

It is anathema to the ten commandments of value for money. It follows the same poor programming route as *Test Match Cricket* and most certainly doesn't end up in Damascus.

If you like repetitively and almost aimlessly pressing buttons, go for it. Otherwise put your money toward a more gratifying management game. There's plenty of them around. AF

TREBLE CHAMPIONS 2

Publisher
Challenge Software
Tel 01302 890000

Price
£9.99

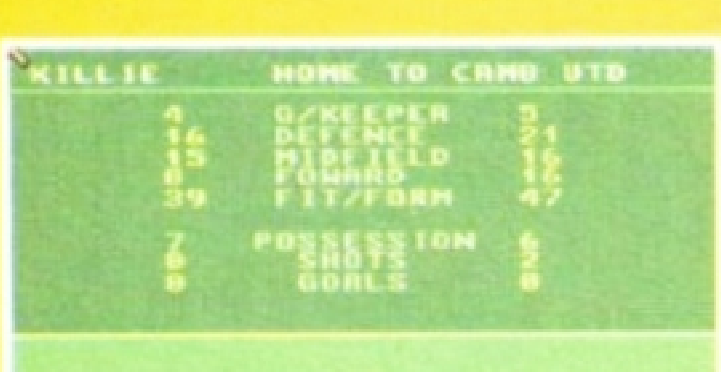
Versions
A500/600/1200

System requirements
1Mb

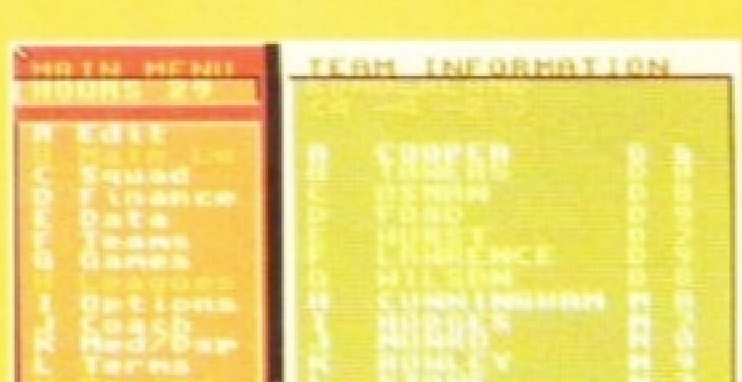
Release date
Out Now

Verdict
Win the treble for being the most boring, waste of time football manager in ever such a long time.

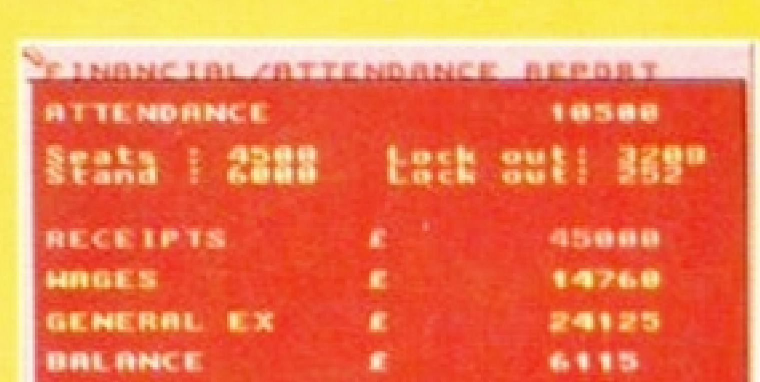
5%



Believe it or not, this is the highlights screen. Just look at that 13 – it's really going for it.



Even down to the menu design and selection screens the game is total rubbish.



There are better games in the Public Domain than this. Don't waste your money.

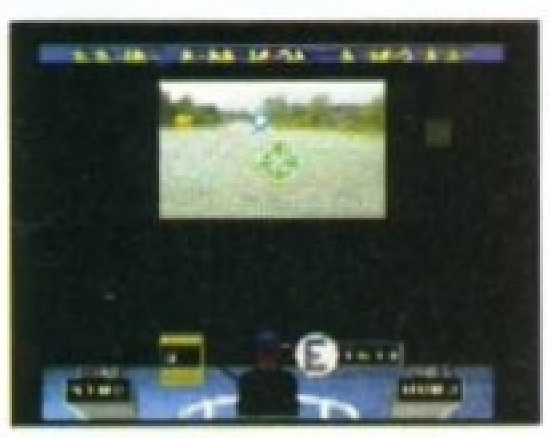
It's terrible. It's tiresome. The acting is laughably mediocre – but hey, that's enough about Steve McGill...



THE FINAL GATE







TOP: Yes, it's a speedboat.
MIDDLE: Strange computer generated creatures on river.
BELOW: Incoming Missile. Yikes.

Games with Full Motion Video (FMV) are still being flagged as the great white hope in some videogame publishing quarters.

The ethos behind FMV's unfounded implementation is that it is one of the best methods of attracting adult audiences toward the interactive videogame medium. Videogames, after all, are more associated with Toys 'R' Us, monopolistic practices, and spotty 14 year old kids.

Realistically speaking, FMV in a game represents tenuous thinking at best and a total waste of resources at worst. You could probably count the number of people on the fingers of one thumb who think that *Rebel Assault* has high entertainment value.

Yet, that's not to say that FMV games are necessarily a dead loss. Take *The Final Gate* on the CD32 from Alternative Software. A threadbare plot suspended by disbelief above a chasm of raucous laughter holds the whole production together.

You are a rubber suited hard dude placed at the bow of a powerboat armed with a big gun. The powerboat embarks on a dangerous journey up-river. Your job is to shoot computer generated objects heading toward the craft. It's very reminiscent of the poor man's *Space Harrier* used in Microcosm. Which basically means that the core of the game quickly becomes tiresome.

But strangely, it doesn't quite make it into the realm of exceedingly boring. For there are real people lurking on the banks of the river intent on shooting you too. Returning the favour produces the best laughs of the game.

If you shoot the potential assassins – the baddies are framed in half a rectangle – a 'Good Shot' cutaway comes into play. Following on from that are the parts of the game which, if Alternative aren't careful, could easily give it a cult status. The shooters fall over in a mock death that can only be described as laughable.

Hopefully Alternative don't think we're being cruel in the criticism of the game. It's terrible, but not so terrible that it lacks charm. I've really warmed to it and made a point of showing it to as many people as possible. The death sequences are something special and the actors look as if they've graduated from the Ed Wood school of mediocrity. Hilarious.

On the downside is the fact that the game resets after just three lives, works inside too small a window to be comfortable for a *Space Harrier* derivative, and doesn't give the player the option of using a mouse.

With a bit more thought, it could have been real fun. As it stands, it's firmly resident in the also ran camp of CD32 FMV releases.

But somehow that still doesn't stop *The Final Gate* from being just a little bit lovable.

THE FINAL GATE — CD32

Publisher
Alternative Software
01977 797777

Price
TBA

Versions
CD32

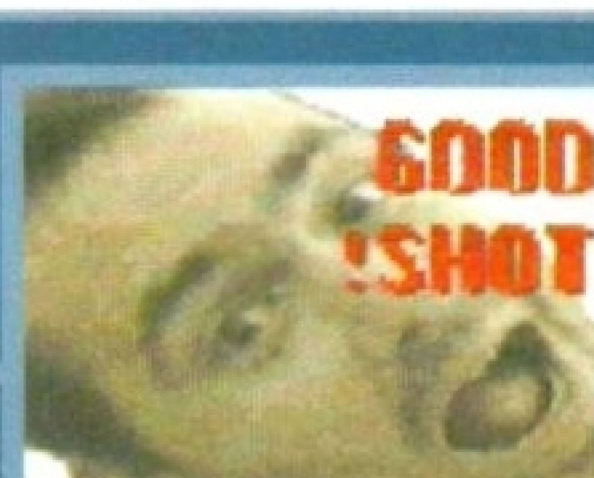
Release date
Awaiting Publication

40%

INTERACTIVE MOVIES



1 The best part of the game is shooting real people on the side of the riverbank. If you hit them then see boxes 2 and 3. If not look out for boxes 4 and 5.



2 Mr. Happy here appears if you make the hit.



3 Then you're treated to the best acting in the world.



4 If you miss, Mr Happy isn't so happy and he cuts away.

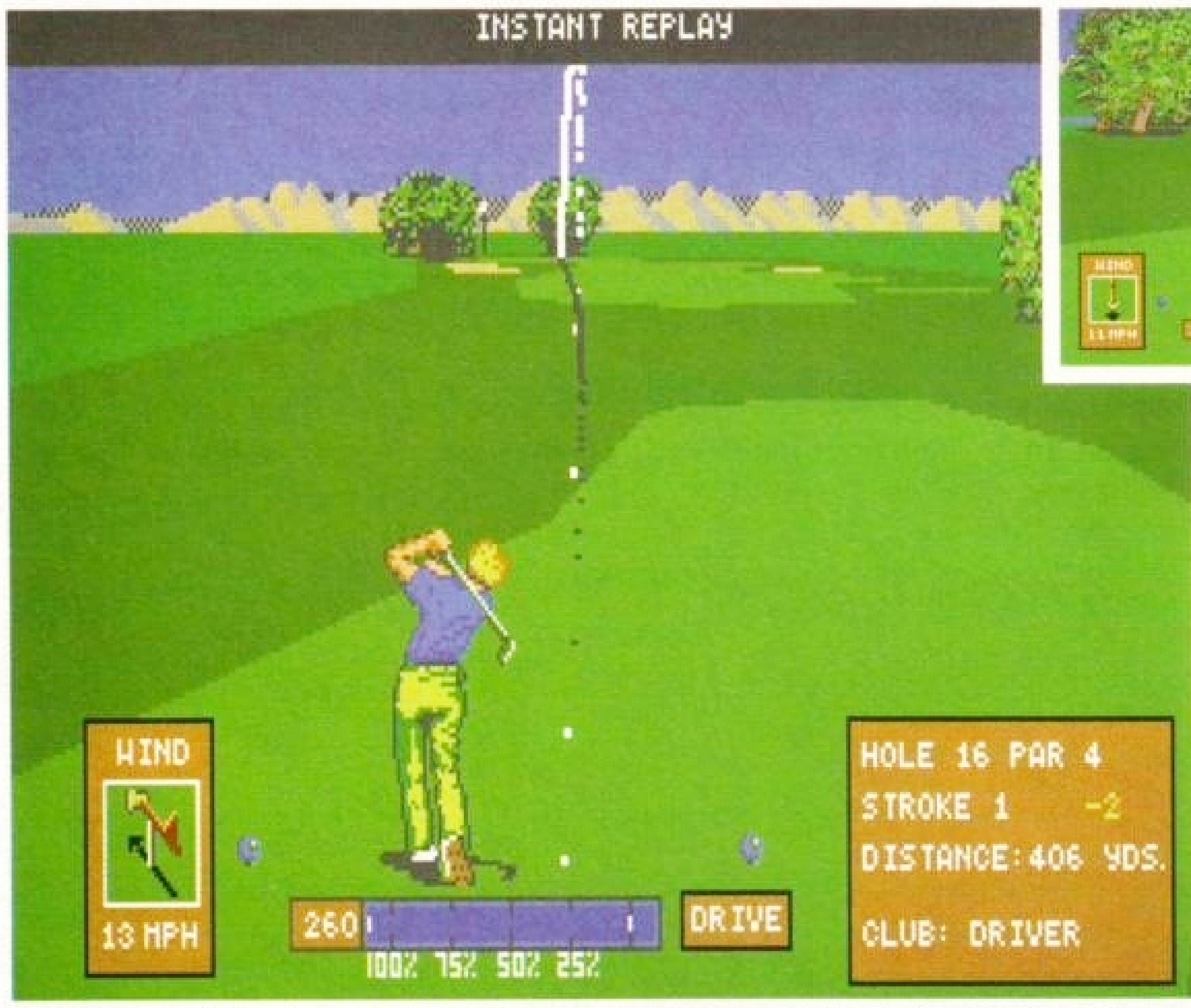


5 It's very hard not to die after a human hits you.

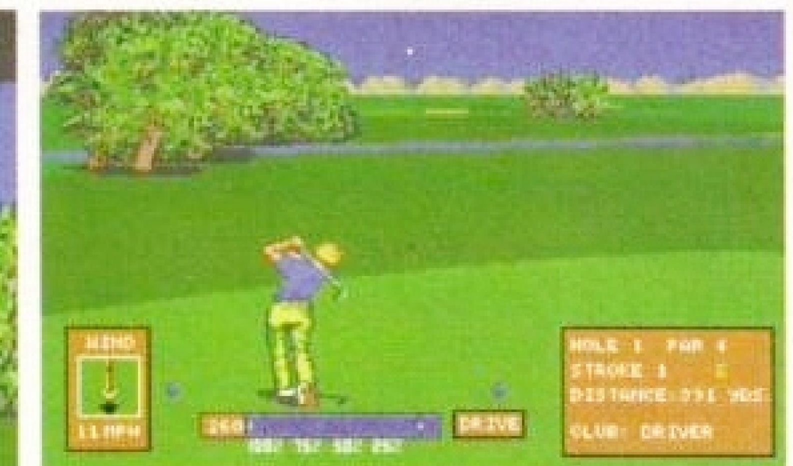


Steve McGill looks back to the good old days to see what's still on offer.

Re-releases



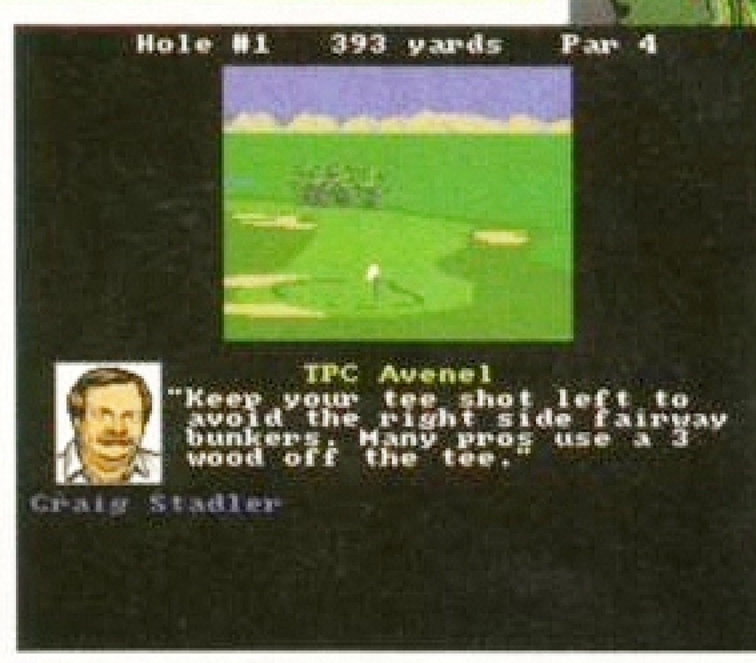
PGA Tour: Carefully take note of the distance to the hole. Carefully select a club. Carefully take note of the direction of the wind. Then carefully use the force Luke.



PGA Tour: My brother bought a SNES and *PGA Tour*. It's the only game he plays. He should've bought an Amiga instead.



PGA Tour: The choice of courses assures a varied selection.



PGA Tour: Sometimes you feel like telling Craig where he should stick his advice.

PGA Tour Golf

Hit Squad ■ 0161 832 6633
■ £14.99 ■ 80%

Proving that old classics never die, they just get released and then released again if they're good, The Hit Squad have tapped into a sure fire winner with the re-re-release of *PGA Tour*.

Awarded a *Format* Gold in the heady days of issue 22, *PGA* offered a visit back to the old days of Leaderboard and concentrated on the playing techniques and fluid feel of the game rather than adding on flashy extras.

There are options to gently introduce gamers to the skill of the game. Options such as a quick practice on the driving range and playing a test round are open to the cautious gamer.

Unfettered by clutter, the *PGA Tour* plays well, and despite the dated appearance of the graphics, holds onto that timeless appeal which appeals to armchair golfers throughout the UK.

Space Hulk

Hit Squad ■ 0161 832 6633
■ £14.99 ■ 78%

A combination of *Alien Breed* married to *Dungeon Master* with a few of its own ideas thrown in besides, *Space Hulk* certainly has a strange relationship with the Amiga.

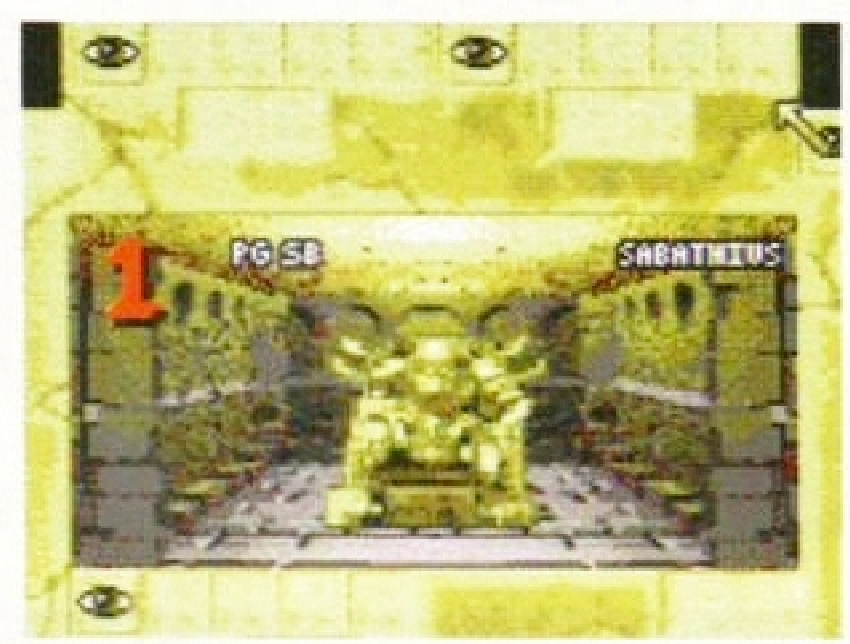
When released on the 3DO last year many of the game critics praised it's beautifully rendered backdrops and creatures. Surprise surprise, the Amiga was used to create them using *Real 3D*.

Relevant trivia aside, the scenario involves a team of marines known as Terminators who have to wipe out an infestation of aliens known as Genestealers.

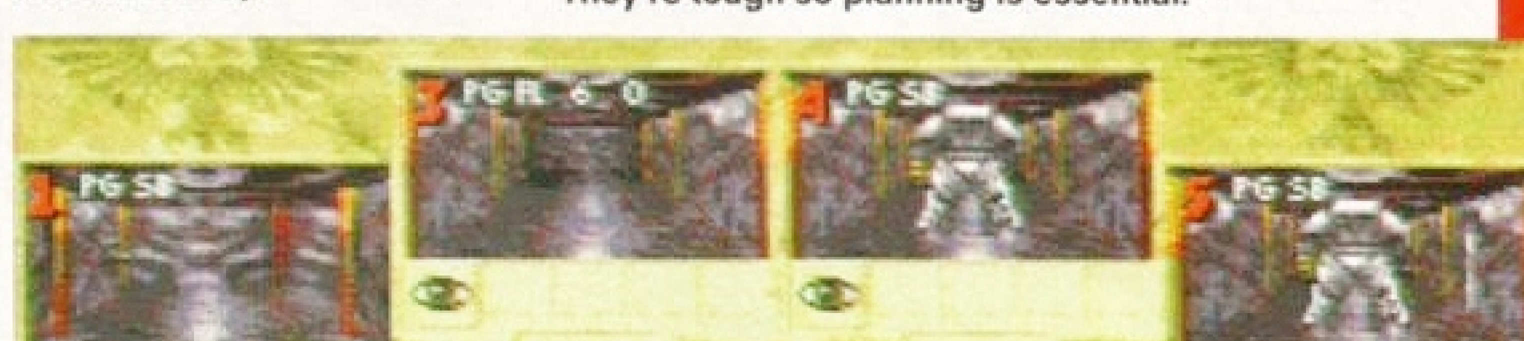
Manno a manno, the Terminators are no match for the Genestealers. That's why the crux of the game relies on careful methodical and strategic planning. Like placing your men in the most advantageous positions.

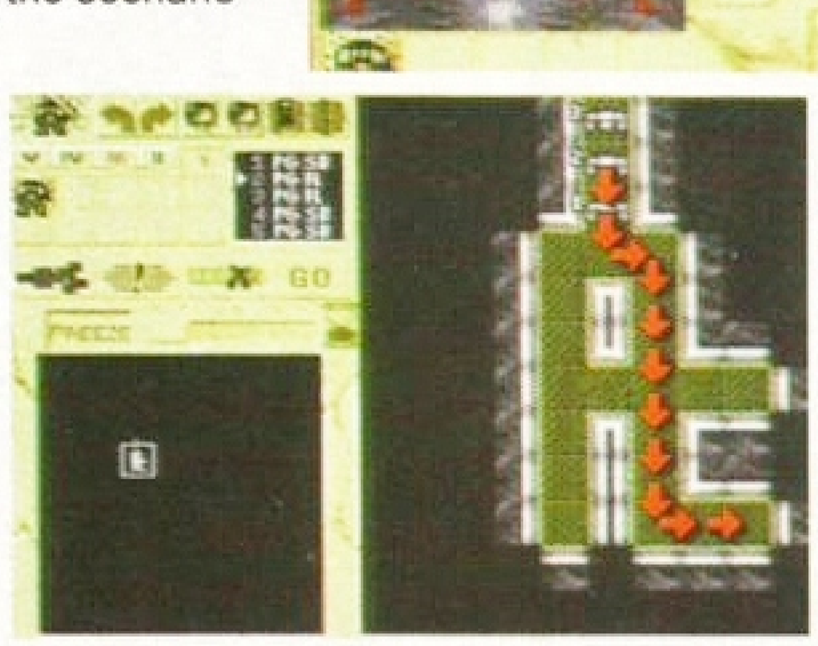
The action is planned in such a manner that you have to constantly be on top of play. If not, your men will die unnecessarily.

Priced at just £15, strategy fans and role play fans should consider it a must buy.



Space Hulk: The Genestealers are the bad guys. They're tough so planning is essential.





Space Hulk: Preset orders and strategic thinking are required of anyone wishing to succeed.



Space Hulk: I remember coming across something like this one night. I suppose the Tanglefoot didn't help.

GameBusters

You can spend hours working it out for yourself or alternatively follow these step by step instructions for Joe King and Binary Asylum's hints for *Zeewolf 2*.



It sounds as if it could be rude, but their might just be more than Lola to pick up in this kind of place.

FLIGHT OF THE AMAZON QUEEN

Chris Osborne from Merseyside will be sent an unknown consignment of prizes for this terrifically handy *Flight of the Amazon Queen* walkthrough.

First a few general points about the gameplay. You play Joe King – throughout – he's not the brightest of guys so he relies on people to tell him things. Basically it doesn't matter what YOU have worked out, if Joe hasn't sussed on he can't do it. So it is vitally important that you spend time examining everything, even if its purpose is obvious. Ask as many questions as the game allows. When you are reading something it may read differently the next time. Keep going till it repeats itself. It's the same with people and things.

Most of the puzzles are really simple provided you have followed the above instructions.

There are many sequences and things to do which don't affect the outcome of the game.

Start in bedroom:
Look at chest, use curtain cord, look at posters etc, pick up wig. Pick up sheets and other sheets, use them to make a rope, tie it to radiator and descend through laundry chute.

Downstairs:
Move stairs, get crowbar and false breasts. Try to open door, it's locked. Go back to bedroom (up rope).

Bedroom:
Open chest with crowbar, get towel and descend rope.

Downstairs:
Climb stairs to the left into foyer. Look at key, talk to bellboy. After conversation pick up key, go back downstairs, use key on door and enter the dressing room.

Talk to Lola. Give towel to Lola, get dress and walk outside. Use the dress and go upstairs (watch cartoon feature) and go outside to the truck.

Below: Use the sheets to make a rope and then do what the little bloke here is doing.





Remember that watching the cartoons is a vital part of the overall plot. So pay attention or you might miss something important.

HELPING HAND

SIMPLE SIMON SAYS

I've been stuck on *Simon the Sorcerer* for months now. Could you please tell me how to get the key to the gold encrusted door in the mine.

Ben Crittendon
Kent

Firstly, go to the bar and have a word with the barman, ask for a drink and whilst he's distracted use the wax on the beer barrel behind him. Leave the bar taking the barrel with you, go to the centre of the forest, put on the beard and go into the mine. (The password is 'beer'). Hand over the barrel to the dwarf with the spear and follow him. Use the feather on the sleeping dwarf and pick up the key. Go up and west into the mine, take the hook hanging over the bridge and open the door with the key.

GOING UNDERGROUND

In *Indiana Jones and the Fate of Atlantis* I am underground in the catacombs. I have gone down on the elevator and can't get back out. I think I need to find something to open another exit to enable me to take Sophia with me.



D Green
Oxford

Take the Worldstone and the staff, climb the chain behind the waterfall, take the left door, place the three statues heads on the shelf, walk through the newly opened gateway, ascend the stairs and continue along to an elevator shaft. Push the chock supporting the counterweight with the staff, return through the door to the right of the steps, stick the staff in the mouth of the large face on the wall to activate the lift, swipe the gold box and return to the original elevator.

Whip the head of the Minotaur statue onto the lift to provide enough weight to activate the lift, take the door at the back of the screen and, as you're too big, persuade Sophia to climb through the hole above. Talk to her once again through the door and get her to put her necklace in the box.

NEEDING DESTROYED

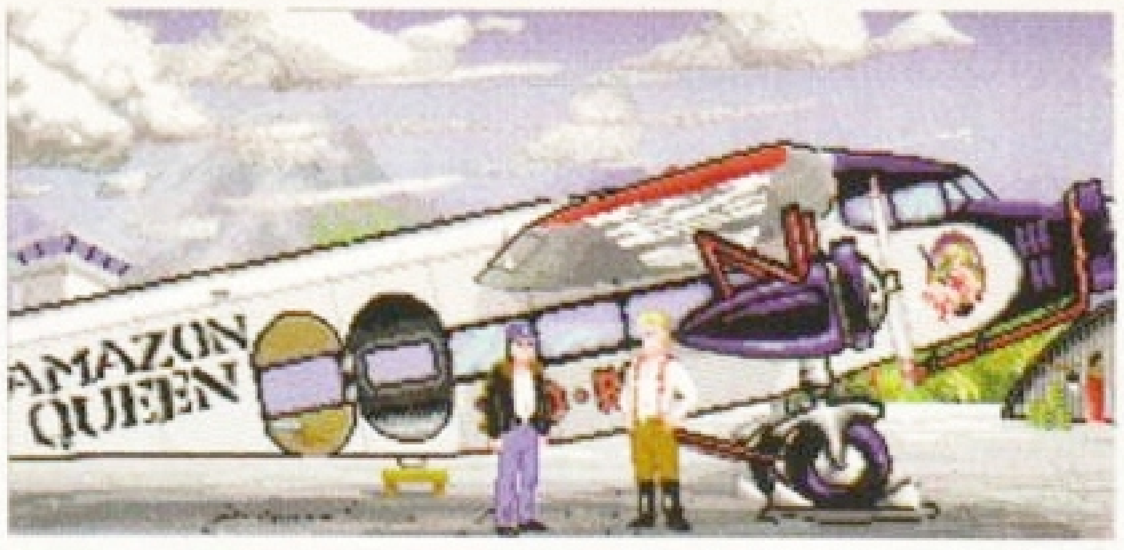
Dear Sir,
I have a game called *Seek and Destroy* for the A1200. I would be most grateful if you could supply me with any hints and tips for the game.

S. Yendle
Wilts

Shoot as many vehicles, ground bases, and enemy personnel as you can. Move and dodge all the time trying not to get hit. Extra shields and fuel can be found



Now that's an invitation and a half. I only hope she uses Oil of Ulay with age defying complex to battle the natural ageing process of tropical water.



It's a plane. It's not in flight. So how come it's called *Flight of the Amazon Queen?*



When in the jail, remember to talk to the prisoner with the puppets.



At the back of the truck, pick up the oil and use it on the 2CV.

At the airport, talk to Anderson for a bit – it doesn't matter what you say – then knock him out. Inside the plane wreck, open the duffle bag, look at it and get the knife and lighter. Look at the seats and get the coupon. Talk to Sparky and talk to Faye.

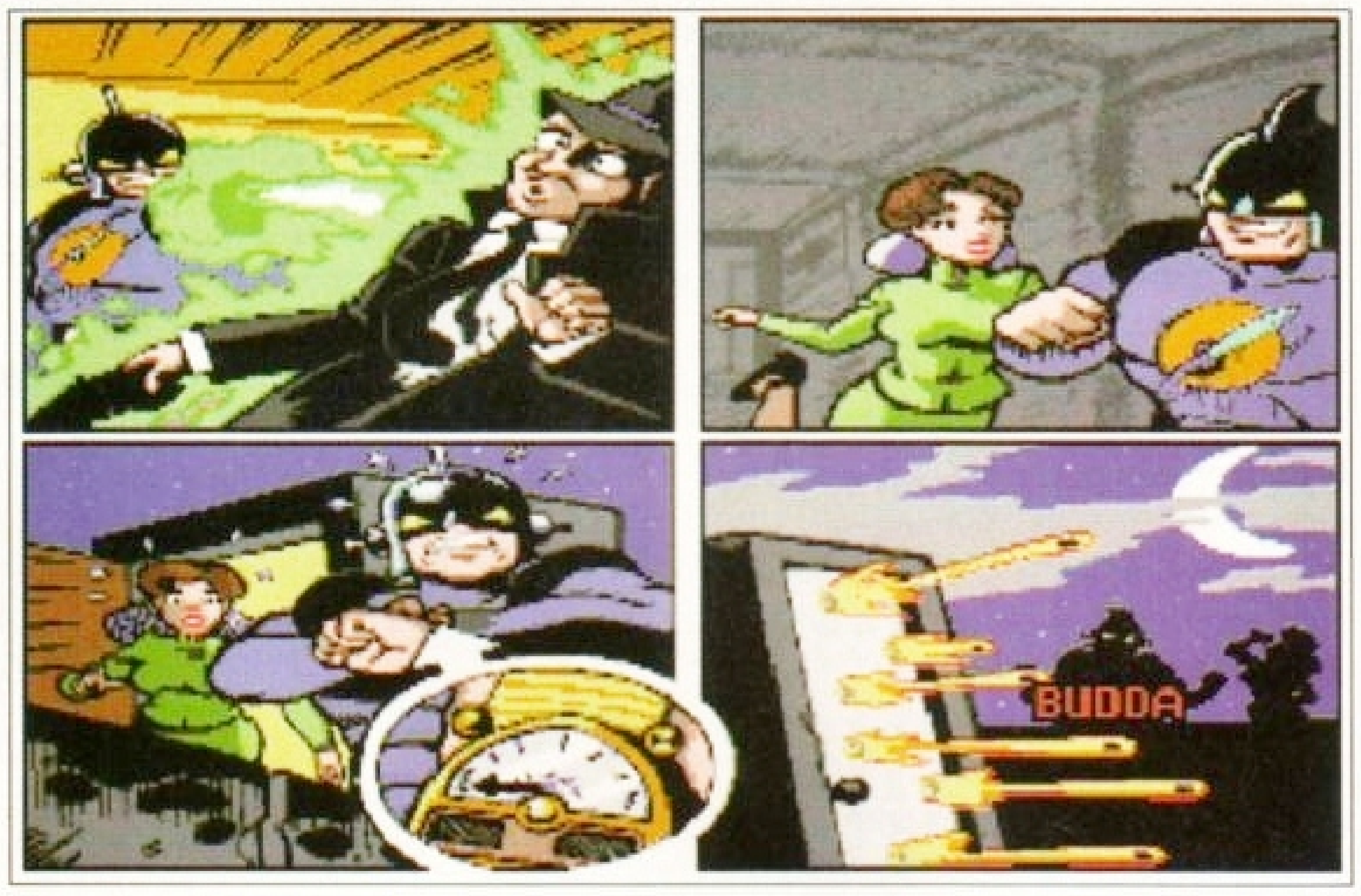
Open the hatch and step outside, use the jerky on the pirhanas, pick up the broken prop, use the knife on the lily stem and use the prop on the lily pad. Walk to the north path where you'll come across a parrot. Cut the vine with the knife, walk back past the plane and take the other path towards the bridge.

At the bridge, use the vine to repair it, walk over it and pick up the banana. Retrace your steps to where the parrot was and meet the gorilla.

Talk to the gorilla, walk to the pinnacle (watch the cartoon), go to the jungle. Read the sign, take the north exit and cross over tree. Talk to Skip, and Bud. Look at comic book, use the torn page with coupon and look at the blueprint. Go northeast to the waterfall, look at the bug, walk east, come across the gorilla again at the hollow log.

Talk to the vicious dinosaur (gorilla). Walk south to Jimmy and Mary Lou. Talk to Mary Lou and Jimmy. Give the banana to monkey and get the coconut. Go back to the hollow tree, cross it and go north to Orchid. Look at Orchid, go east to temple entrance, look at carvings, hide and watch amazon woman enter then press the buttons on the carving.

In the jail, talk to the prisoner with the puppets. Talk to Faye and follow her to the throne room. Head back to the pinnacle and then to the crash site. Talk to Sparky. Give comic to Sparky and go to trader Bob's. Read the sign and plaque. Cross the river. Talk to Chief. Enter Trader Bob's, give beef jerky to Bob and pick up the vacuum cleaner. Go to Orchid (watch cartoon), use vacuum to pick up wasps, pick Orchid and go to Jimmy. Talk to Jimmy and then prepare to tune into next month's exciting serial of *Amiga Format*.



Sometimes getting hold of a copy of *Amiga Format* could lead to all kinds of trouble. Probably best to subscribe said Steve in a tenuous attempt at cross promotion.

...hide and watch amazon woman enter then press the buttons on the carving.

Continued overleaf ➡

underneath buildings and installations, so shoot the hose. Use the air strike on heavy concentrations of enemy armour.

MORTALLY INEPT

I have been stuck on *Mortal Kombat* for ages. I'm not that good at it because I've not even reached Goro yet. Please help.

J. Salvona



A quick huddle with Street Fighting Champion Graeme Sandiford reveals that you should stick with Liu Kang as he is one of the easiest characters to control.

Use his supersonic kick a couple of times in a row – especially effective when playing against Goro or for getting out of corners. To carry out his death move, stand about two inches away from whoever's about to get it and move DOWN, AWAY, UP, TOWARDS, DOWN, AWAY, UP, TOWARDS and FIRE.

RED HANDED

In *KGB* I can't get past the second chapter. I've been sent to the hotel with the secret room hidden behind the mirror, but after collecting the photo I'm completely stuck and without enough evidence to continue at 7am. I have also been killed several times by Chapman when I've fallen asleep in my room. Do I need the bug, because I can't get it out of the locked warehouse office? Please help me.

Mr Stuck
Manchester

Leave the hotel and go in the front door of the warehouse to pick up your tape recorder. Listen to the recordings that you haven't yet heard. Stop the machine and leave it set to 'voice activated playback'. Return to your hotel with the tape recorder and then go to sleep. You'll be brutally woken by Chapman – obey him. Act in the bathroom: choose a dialogue with the word 'comrade' to activate the tape. When Chapman returns slug him. Take the syringe from his pocket and inject him with the contents. Ask him relevant questions of your choice – it's important to learn all about Kusnetsov and Viktor Matsnev.

LEND A HAND

If you're having trouble with a particular game or have a solution to a question printed in the magazine, don't keep it to yourself, write it down or send it in on disk and we'll do our best to print it.

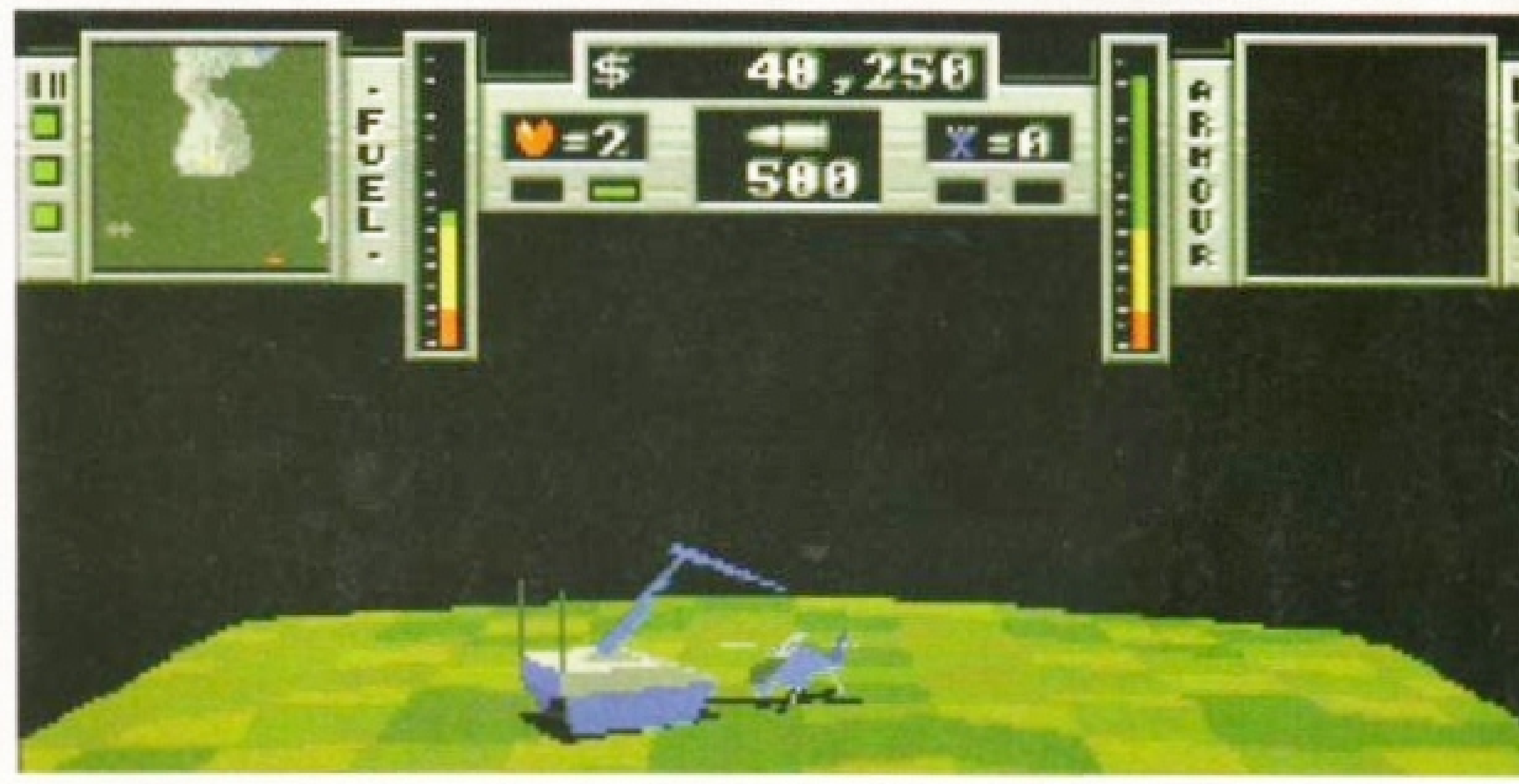
Send it to:

HELPING HANDS, *Amiga Format*,
30 Monmouth Street, Bath, Avon BA12 2BW.

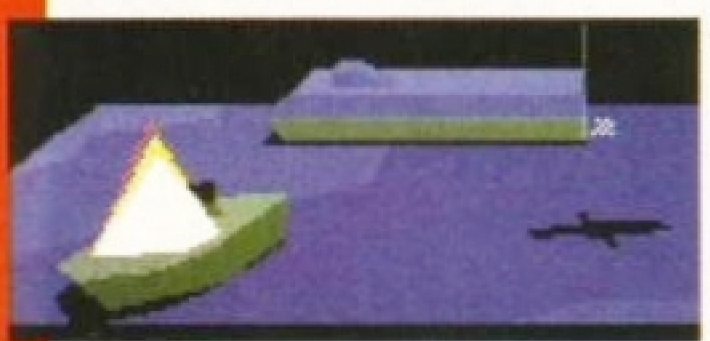
ZEEWOLF IN SHEEP'S CLOTHING 2. PART THE SECOND



Remember to get your priorities right. Any AA sites that are protected by a radar tank are highly antagonistic to the Zeewolf's survival. Go for the radar tanks first.



Remote link vehicles armoury doesn't deplete or count against your inventory. Therefore try to destroy as many vehicles using remote link weaponry.



Binary Asylum think that 292% is a good score. Let them know how paltry it really is.

Following on from last month's handy tips, here is the concluding tips to help all of you hellfire helicopter pilots bring peace, harmony and destruction to the world. Take it away Trenton.

FIRE CONTROL RATING

● Or the number of shots you fire compared to the number of hits. It's possible to get this over 100% on remote link levels. Binary Asylum's best score is 292% (Seb Grinke 14/12/95). Can you beat it?

REMOTE LINK VEHICLES

● It is vital that you remember that the REMOTE LINK VEHICLES are disposable. Use them to tackle targets that threaten the Zeewolf.

● As stated in Dollars, Use all of the REMOTE LINK VEHICLE'S weapons!

● On Mission 9, the remote link enemy transport helicopter used to drop the bomb is SUPPOSED to die. Don't waste time trying to save it once the bomb has dropped.

● The Barracuda's torpedoes are the longest range weapons in *Zeewolf 2* – the full range of the scanner.

So use them to destroy all sharks BEFORE they get on screen. Line up and track your shots on the scanner where the torpedoes will appear as yellow dots.

■ Binary Asylum's best score is 292%. Can you beat it?

When using the remote link vehicle on this mission, don't try to save it. It's no use anyway.



The Barracuda's torpedoes have the longest range of any remote link vehicle. They extend to the edge of the map screen. Use them to take out Sharks without having to engage.

WATCHDOGS AND ECM WATCHDOGS

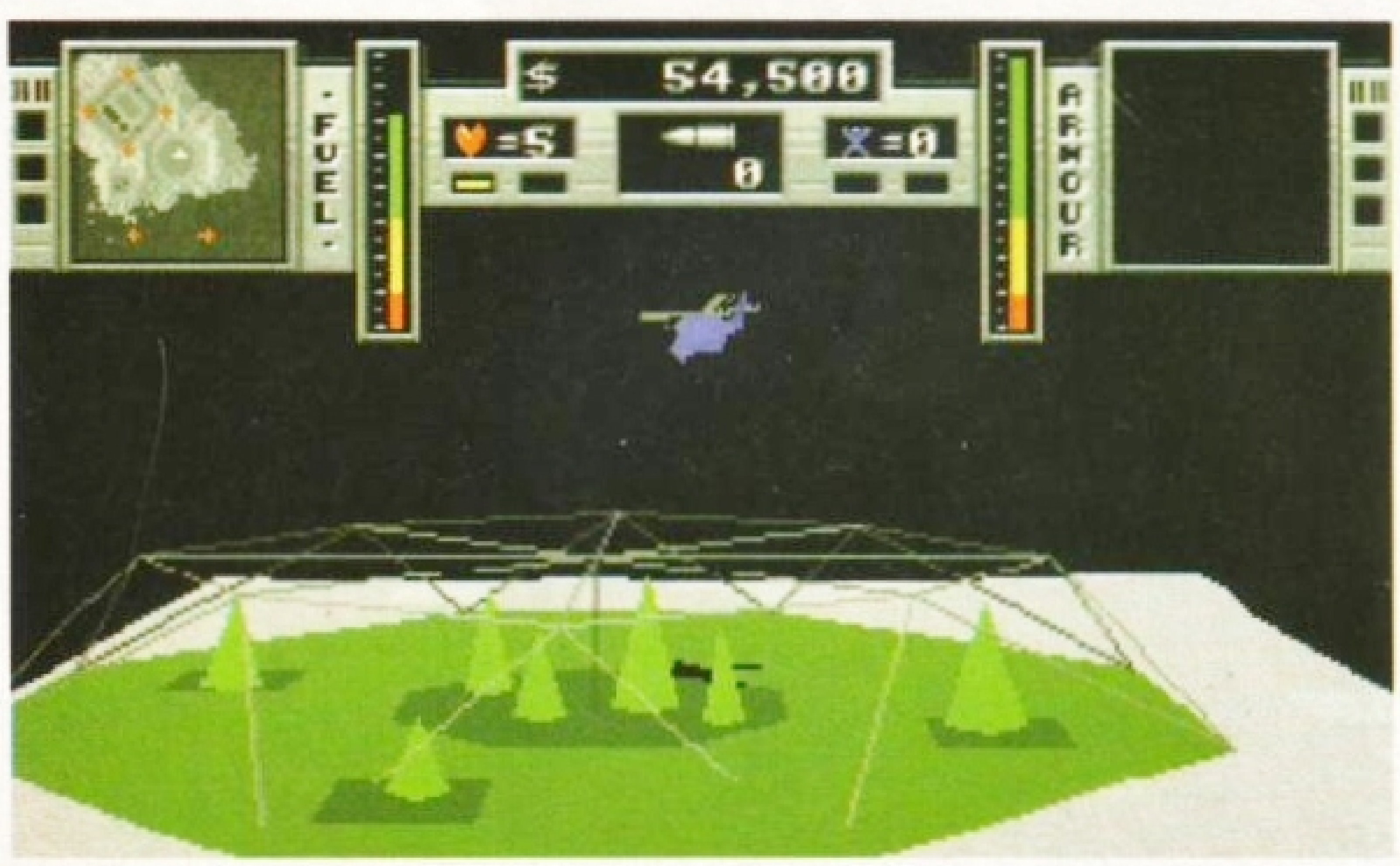
● Radar tanks make ALL anti-aircraft units in their vicinity much more accurate. They ABSOLUTELY must be your first target when you find one close to Mantis/Cobra sites.

● Look before you leap. Many Watchdogs patrol an area, which means that they can temporarily stray away from the Mantis/Cobra units they support. So wait until they move and shoot them when they are away from anti-aircraft positions.

● ECM Watchdogs – the ones that fill the scanner with static – also give radar support. So twice as many reasons for them to be brutally destroyed!

● The scrambling effect of ECM Watchdogs has a limited range. So if you need to get an idea of the area they patrol fly out to sea, or another 'clear' zone, then switch to your TACTICS SCREEN so you can view the whole map.

● ECM Watchdogs break remote links. So scout the area with the Zeewolf before taking a remote link craft in to a potential ECM area. ECM Watchdogs are particularly hazardous when using the remote link Kestrel, so fly over land wherever possible.





As usual, rescued hostages can be used to repair armour. Use them tactically.

MULES

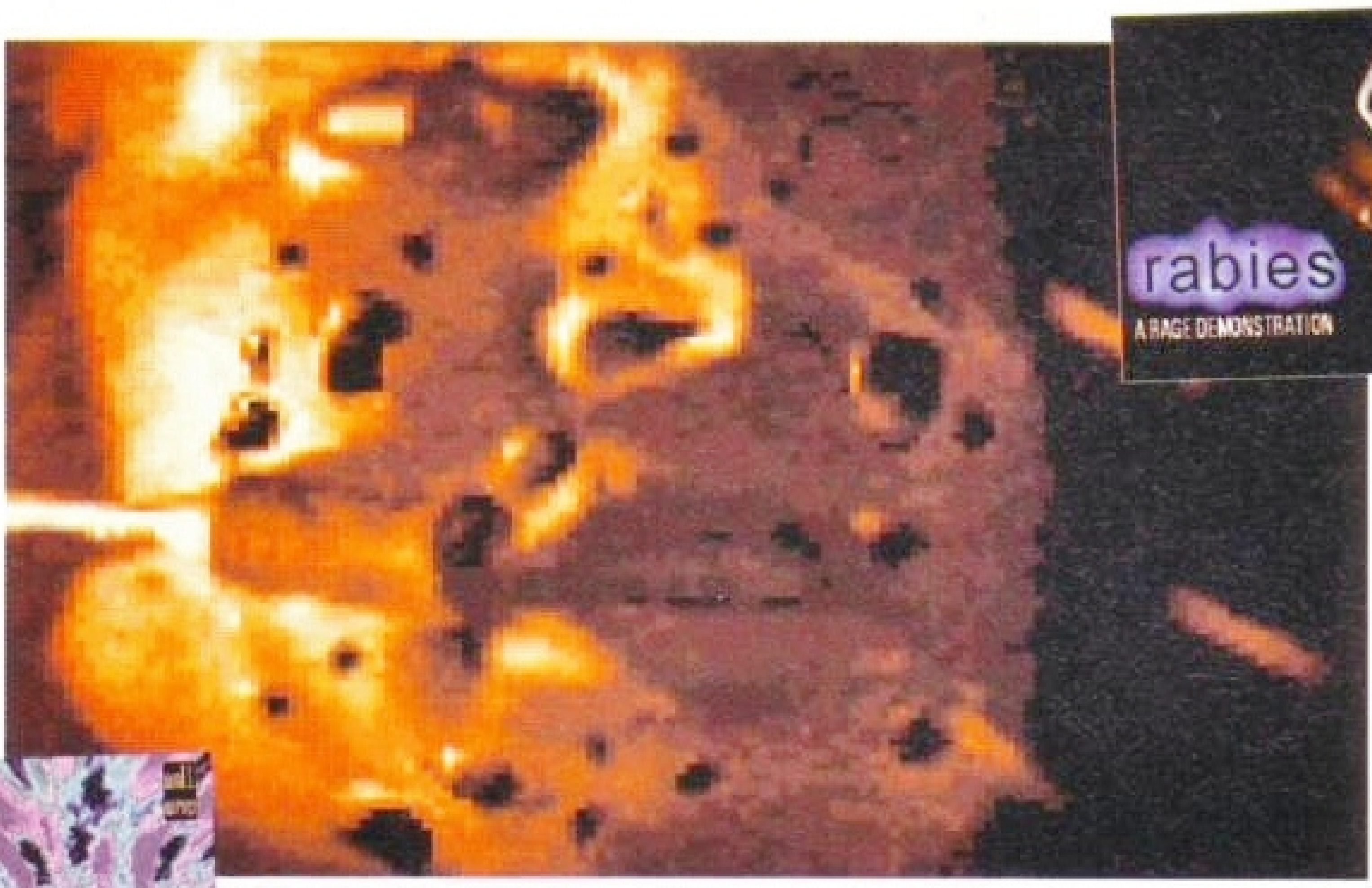
● These Ecliptico APCs appear harmless but they are not. On later missions (16+) they can release Saboteurs (green men). So destroy any Mules you see as Saboteurs will destroy the Zeewolf instantly if they touch it!

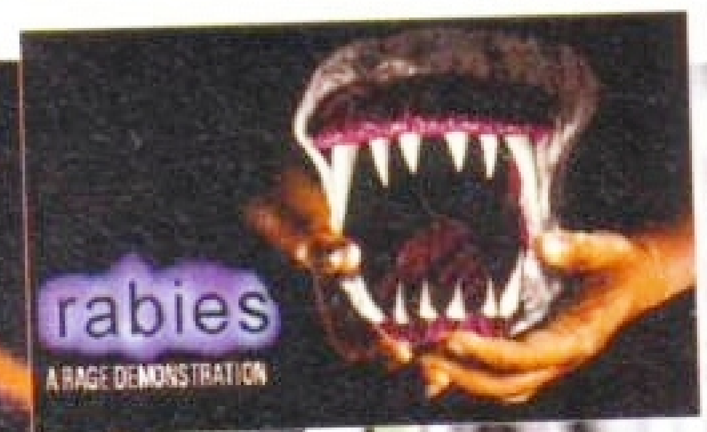
GUN LOCK

● Certain enemy units do not appear in your gun camera (most notably enemy radar dishes on ships and buildings). This is where your Gun Camera Lock indicator (see manual p16) is useful. It will turn green when lock has been established. As per normal this does not guarantee a hit, but does indicate your computer has identified the target.

PD select

What's lingering in the depths of the Public Domain? We pick out the best of this month's offerings and **Steve McGill** guides you through them.









RABIES: An unnatural fear of water can lead to all sorts of mishaps such as supporting Glasgow Celtic or having your skin turn all pock marked.

RABIES: This is what it feels like when you get the stomach injections to help cure you of hydrophobia.

RABIES

DEMO

By ....Rage
Ware ....Freeware
AGA+HD needed
Available on the Internet via ftp from Aminet archives: eg. ftp src.doc.ic.ac.uk, demo/tp95/rabies1[-3].lha

Yet more Party 5 releases, and this time a typically dark and sinister release from Swedish cyberpunks Rage. *Rabies* starts off with an excellent cinematic opening sequence, featuring copious amounts of animated robots, guns and gore alongside the credits. But it then flips into a relatively normal linear, effects-based demo, which is a bit of a disappointment.

Sure, there's a nice line in virtual rhetoric, with quotes suggesting "cyberspace embodies" and "reality is 80 million polygons a second", but it's all a bit conventional. The soundtrack is effectively dark metal/industrial though, and, on the plus side, there are a couple of routines which stand-out.

This is one of the very first demos on the Amiga to showcase bumpmapped vectors, an effect which generates indentations in the surface of a vector-object – very smart. There is one other gorgeous effect that's definitely worth mentioning, a water-distortion featuring interference between

Continued overleaf ➡

PD select ion of the month

TEENY WEENYS

GAME

By ....Malcolm Lavery
Ware ....Licenceware
Library ....F1 Licenceware
No of Disks ....One
Price ....£3.99 plus 50p p&p

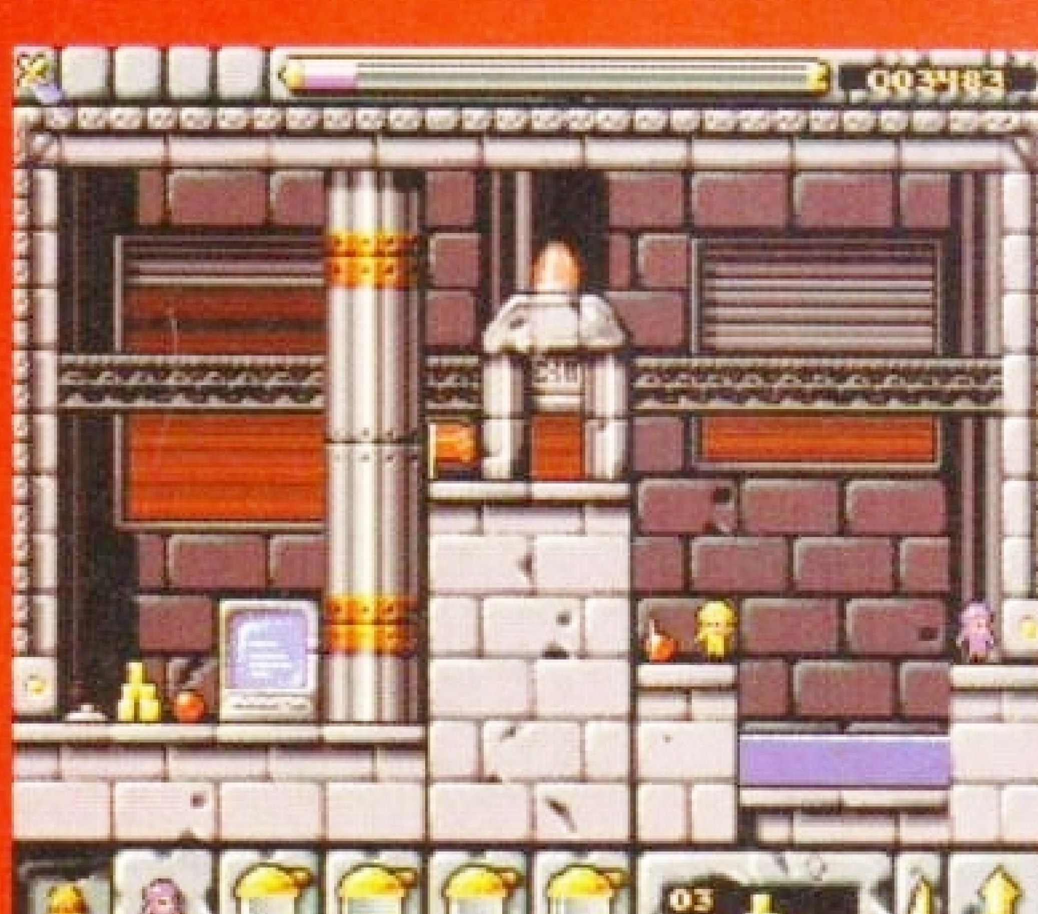
Malcolm Lavery was the clever chap responsible for *Magic Paint Box*, a program we awarded PD Selection of the Month to back in issue 79.

He certainly hasn't rested on his laurels. *Teeny Weenys* has been around for quite a some time but it hadn't really caught our attention until now.

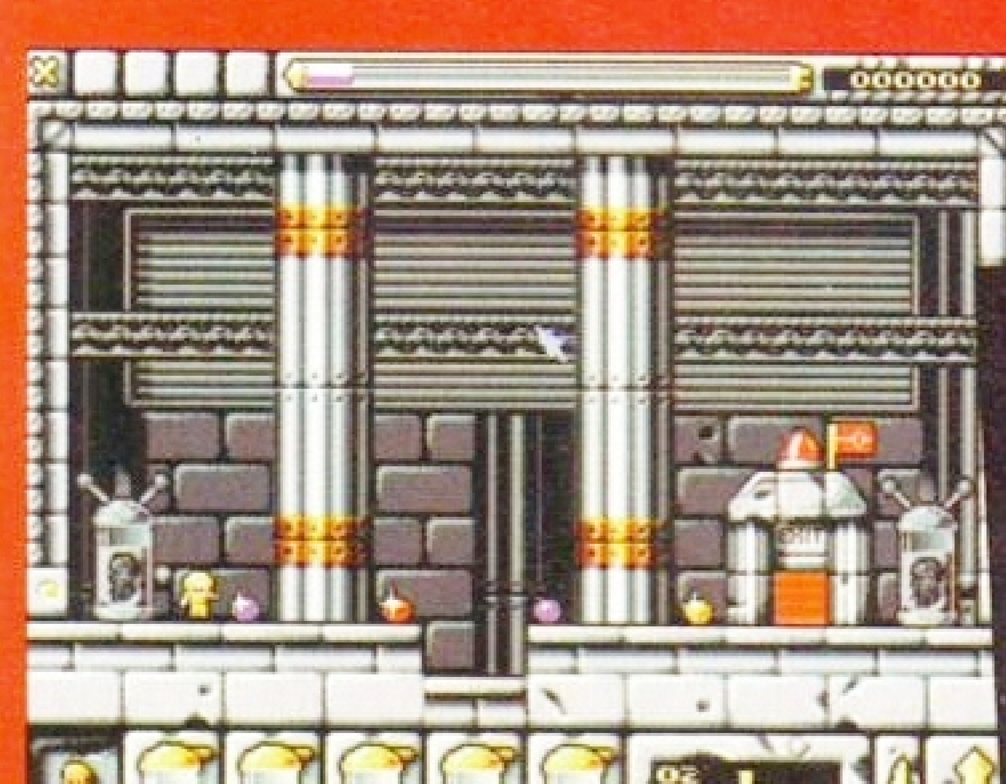
In essence it's similar to *Lemmings*, Lost Vikings, and another PD Selection of the month, *Chaneques*. You have to guide an assortment of little chaps through various puzzles and obstacles and help them to the exit within an allotted time.

There are various objects dotted around the screen, and part of the enjoyment of the game lies in finding out what each of them does. The *Teeny Weenys* can carry these helpful objects in their extra dimensionally large pockets.

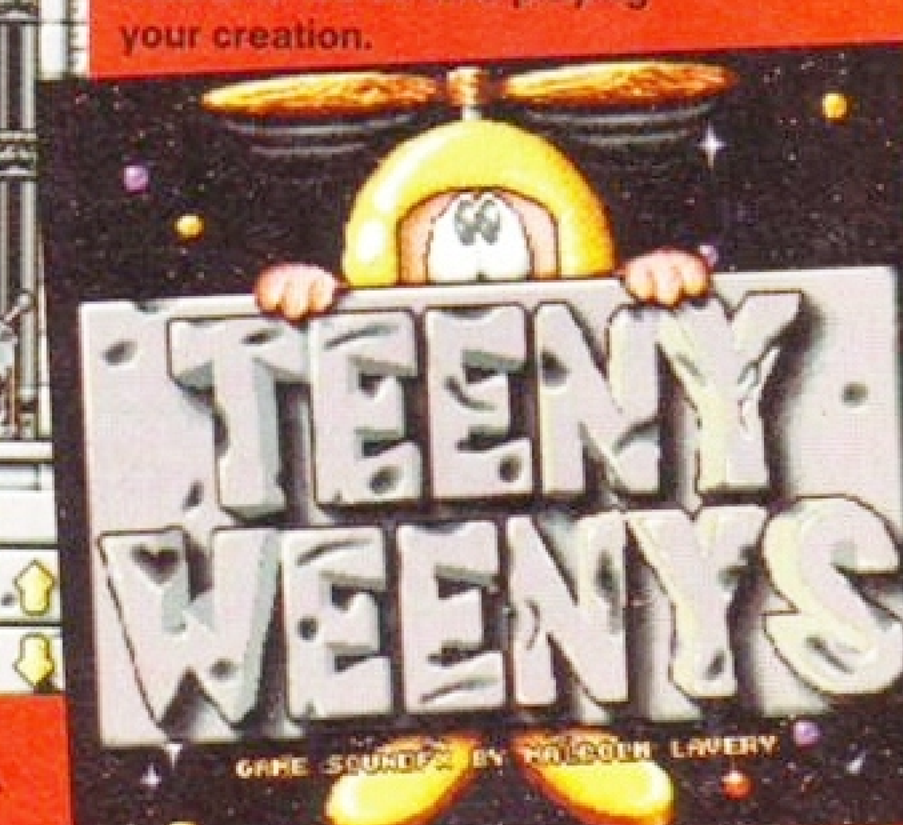
Written in Amos Pro, the game is testament to the design skills and ingenuity of the programmer. Well done Malcolm. We all love playing your creation.

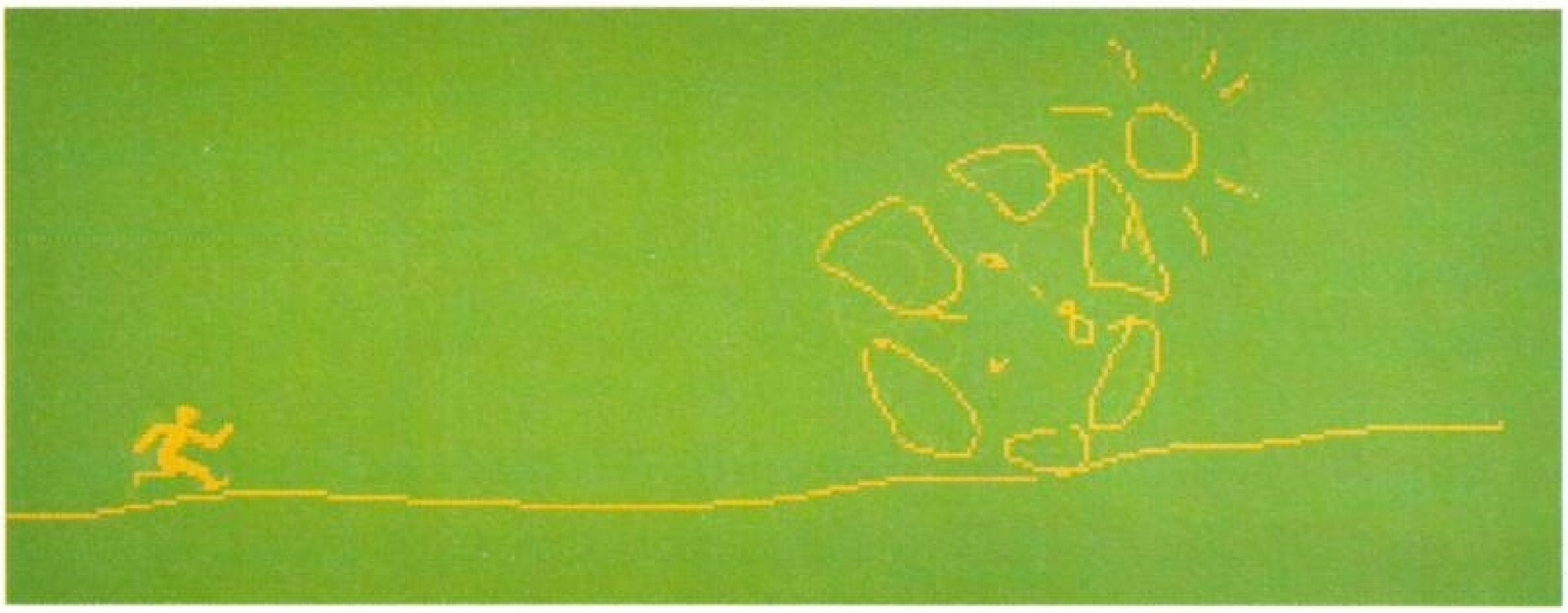


The little yellow bloke is the currently selected *Teeny Weeny*. His pocket is inter-dimensional just like the Tardis.



The levels of the game are introduced in a gentle learning curve kind of a way. This level is easy peasy.





DREAM WITH ME: The morphing wire frame animation style could easily be adapted in an advertising context and earn some money for the coders.

⬅ ripples, but it seems a bit out of place in the rest of the demo, which is much more in the cyberhorror style. Now if this demo really did have 80 million polygons a second in it, I'd be impressed, but nevertheless, it's still pretty smart, and well worth getting hold of. Bonus marks for making it run on a normal A1200.

DREAM WITH ME

DEMO

By ....Scania
Ware ....Freeware
Available on the Internet via ftp from the Aminet archives: eg. ftp src.doc.ic.ac.uk, demo/tp95/scn-dwm.exe

This is the kind of original, off the beaten track style demo it's always nice to see. *Dream With Me* is simply one long continuously moving 2-colour animation. So you think this pales in comparison with Silicon Graphics rendered true-colour anims? Umm, it does. But you don't get many of those running on your Amiga, so you're stuck with stuff like this instead. It's actually excellent fun, with lots of weird metamorphoses, some exploding mushrooms a la 'Tintin in Tibet', lots of bouncing balls, and plenty of surreal Scandinavian japes. Flying stickmen whose heads get blown off by lightning? Pacman pursuing jerky running men across the screen? We got em here, guv. The coder has put some shadowing on the anims, too, so it doesn't look too blocky, and the music has been specially composed for the demo so it fits in with all the effects. When the mushrooms explode, we get a nice cymbal clash. Cool, huh? Ok, so it's not going to rock your world and leave you gasping for oxygen because of its genius, but you may actually end up watching *Dream With Me* a lot more often than most demos. Why? Because it's lightweight, artistic, and really quite funny.

INSIDE INFO

By ....Michael Warren Leighton
Ware ....Freeware
PD Library ......Roberta Smith DTP
No of Disks..............................Five
Price ....£2.60 plus 50p p&p

Roberta Smith does it again with a collection of almightily charming and interesting technical animations.

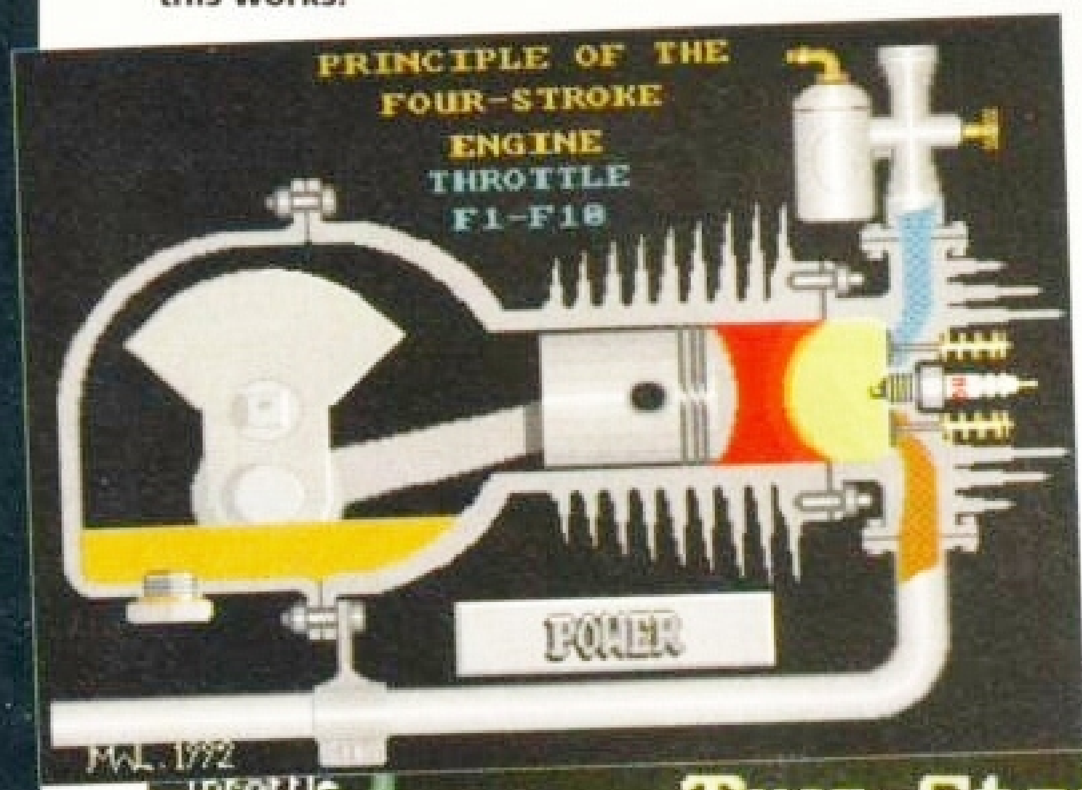
Each animation covers the rudiments of the internal workings of different types of engines. It would be hard to point out which were our favourites, but leanings definitely point toward the two and four stroke engines. You can relate to them easily and follow what's happening in a manner that's far easier to absorb than standard technical diagrams.

The only drawback with each of the anims is the lack of any support text or animations to guide the user on each stage of an individual engine's process.

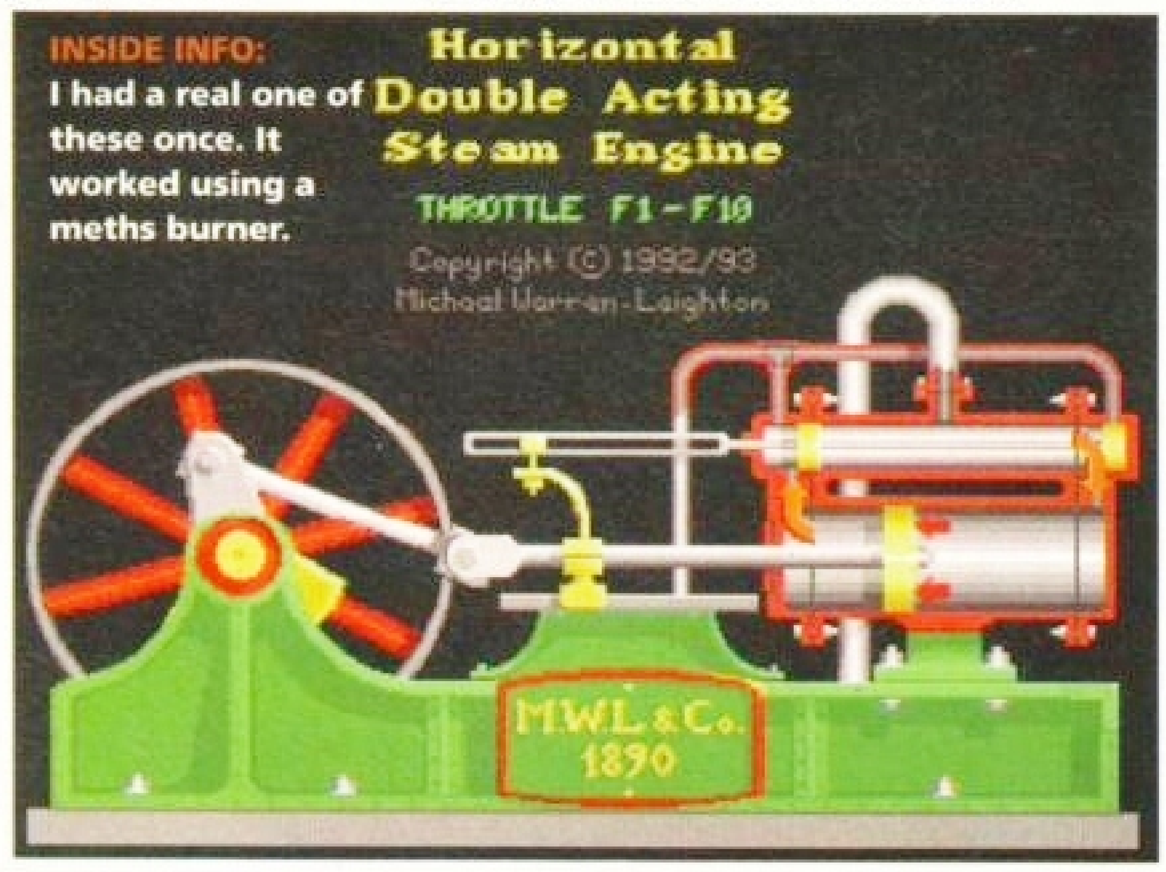
Nevertheless, the animations are beautifully drawn and perform their function effortlessly. More than half let you slow them down with the function keys. This makes it much easier to follow exactly what's going on in the whole process.

Hopefully, Roberta Smith will start producing CD-ROMs with this kind of content. Their use, both from an inquisitive and educational stance, is invaluable. What's more, I've learned how a Sterling engine works. I can't

INSIDE INFO: Every boy, once they hit the age of about 11, knows how this works.

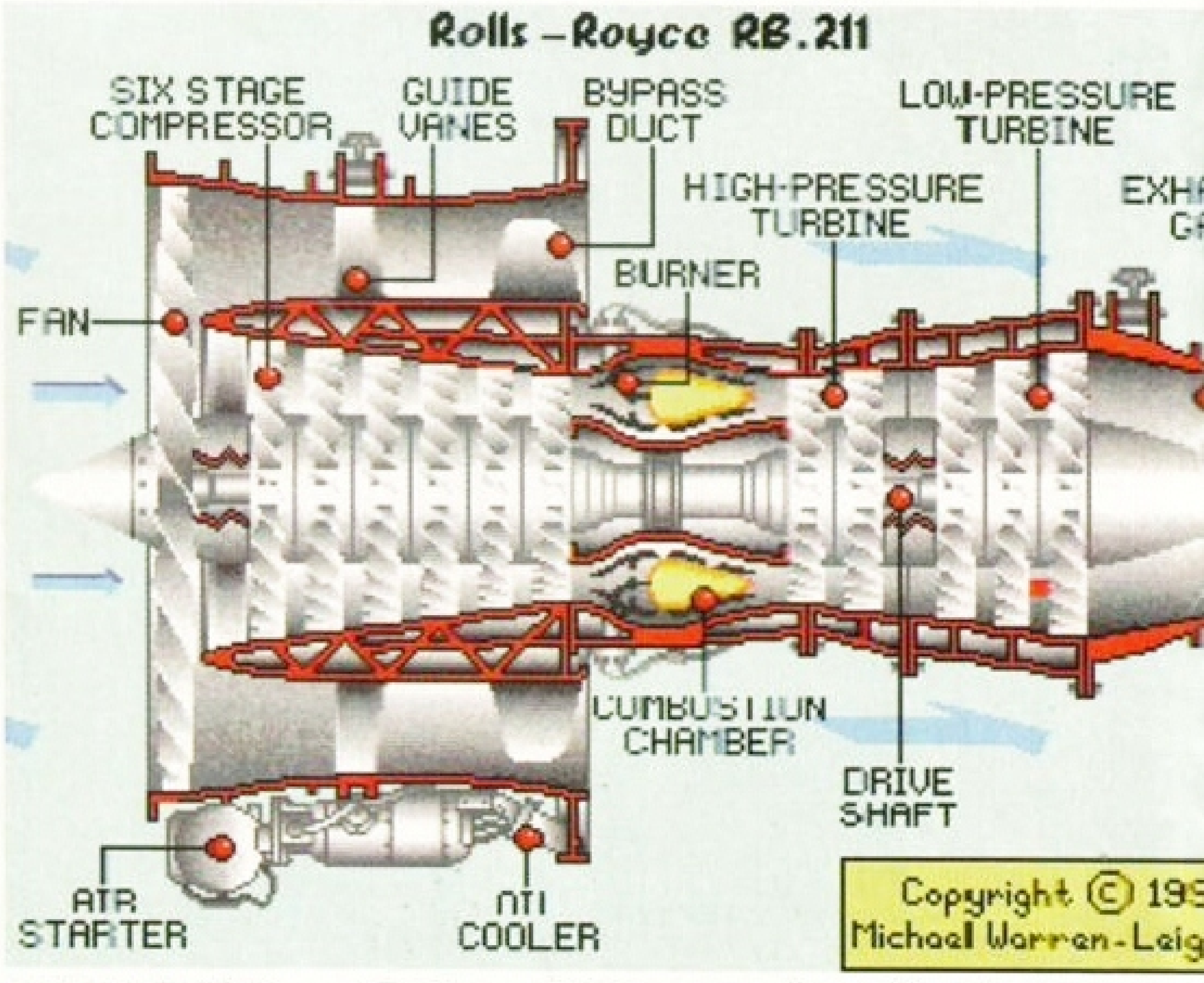


INSIDE INFO: I had a real one of these once. It worked using a meths burner.





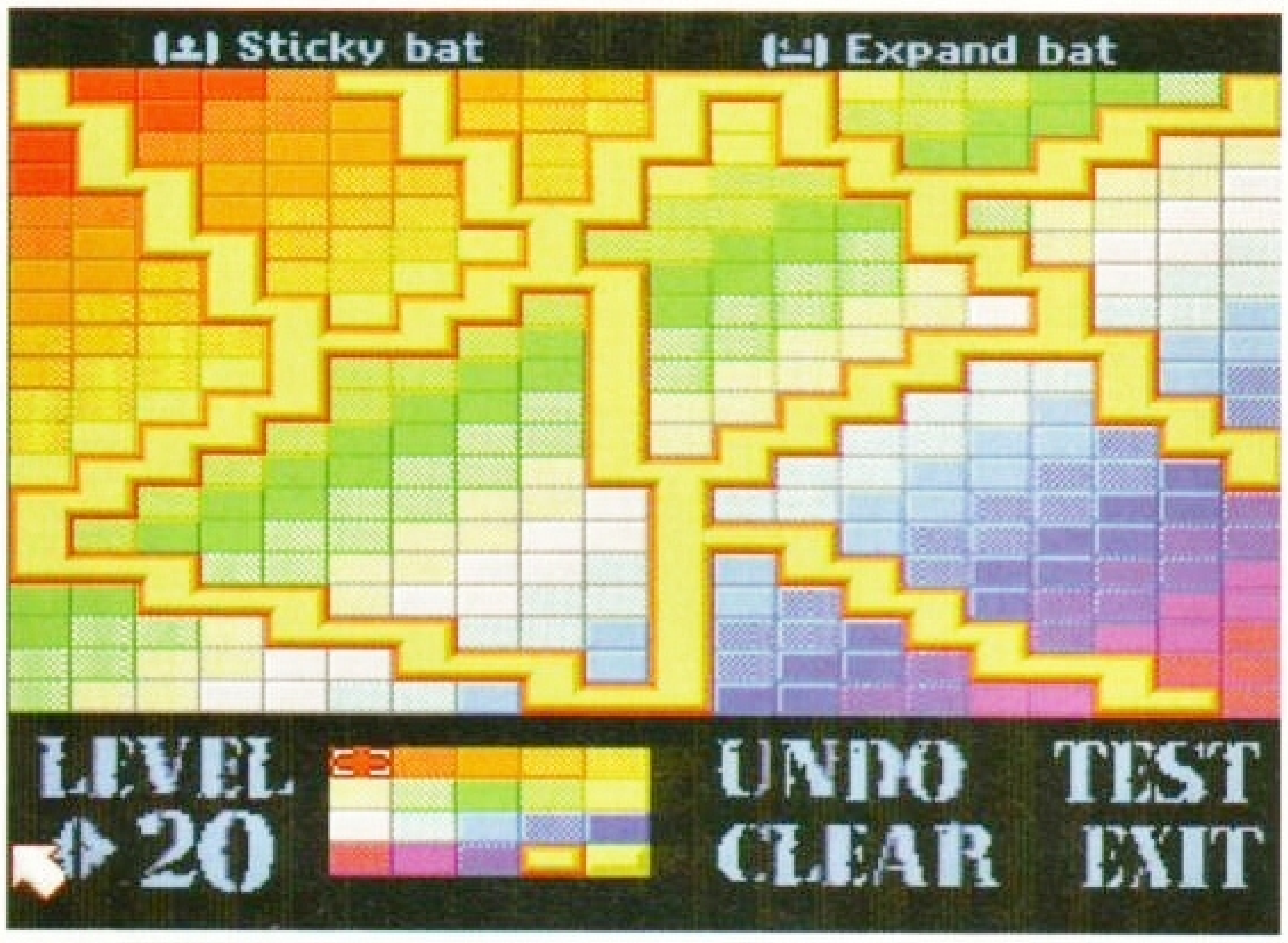
INSIDE INFO: No longer will servicing your DT125 seem like a chore. Just imagine it running as fluently as this animation and you'll have the job done in half the time.



INSIDE INFO: "Ladies and Gentlemen. This is your captain speaking. We seem to have lost the body of the plane. There is no need for panic."



BORIS BALL: Here we've already picked up the power up which lets you shoot bricks out from the paddle.



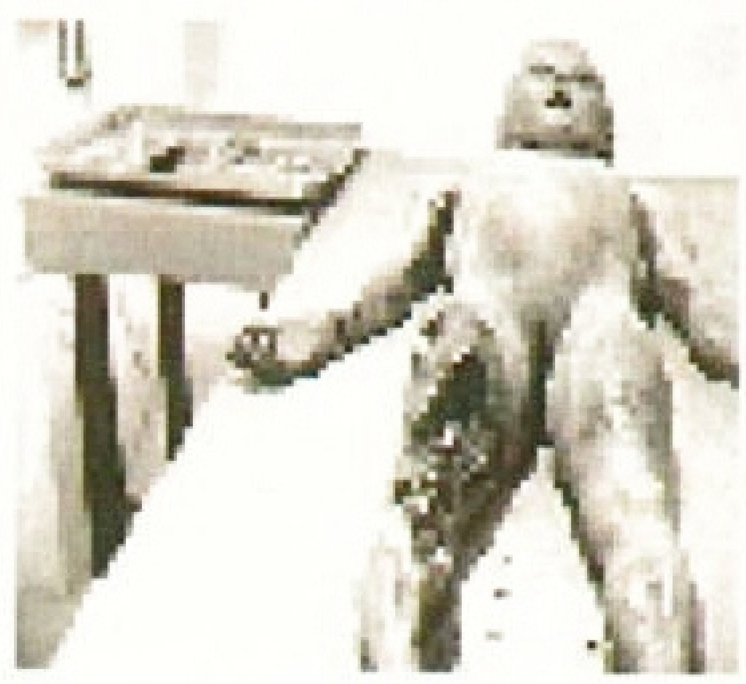
BORIS BALL: Not only does *Boris Ball* give you 100 levels of top *Breakout* fun, it also lets you create your own screens. Top value for £3.99.











ROSWELL CRASH SLIDES: Rumour has it that before Frank Bartucca joined *Amiga Format* he had to undergo a lobotomy of such frightening proportion that only *Mac Format* would work with him thereafter. Poor *Mac Format*.

understand why it was invented, but at least I know how it works.

Each disk is available individually at 90p plus 50p p&p, so it doesn't take a genius to work out that there's a saving to be made from acquiring all five disks at the same time.

BORIS BALL

By ....*Ben Wyatt*
Ware ....*Licenceware*
PD Library ....*F1 LIcenceware*
No of Disks.............................*One*
Price *£3.99*

A few years back, *Breakout* and *Arkanoid* clones epitomised the aspirations of the tactile gamer. So many were released offering vaguely similar features that they soon became passe.

There then followed a bit of a lapse. No qualitative *Breakout* clones were released as such, although the PD scene always remained a refuge of the genre.

The best known to date is *MegaBall*. It played sufficiently well, but had enough bad points to be considered flawed. At least, that's what Ben Wyatt, the author of *Boris Ball* reckoned.

So much so in fact that he's written his own version. According to Ben he's taken all of the annoying bits out and hopes that it meets the approval of all the closet *MegaBall* players out there.

I can't speak for them, but I can speak for myself. The power-ups are mostly useful, the non-useful ones are ghastly – but they do add to the fun. Recommended to all but the most cynical of cynics.

ROSWELL CRASH SLIDES

By ....*Oki*
Ware ....*Freeware*
PD Library....................*Online PD*
No of Disks ....*Two*
Price ....*75p per disk plus 75p p&p*

The last time we looked at a Roswell slide show in issue 77 of *Amiga Format* my comments stirred up a bit of a storm in a flying saucer.

Some people couldn't accept that the opinion I gave about UFO's was my own – okay, I'll confess now, the aliens made me say it. They don't want to be exposed. All they really want to do is watch the X-Files in peace and have a laugh at the naivety of human beings.

Roswell Slide Number 2 isn't up to much. A motley black and white collection of digitised pictures with no accompanying text makes the whole production about as tedious as discussing the subject matter of UFO's with Frank. Best avoided unless you're into mutilating cattle.

TOP 10 PUBLIC DOMAIN TITLES

Top 10 courtesy of:
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4. Amiga Demon 1.01
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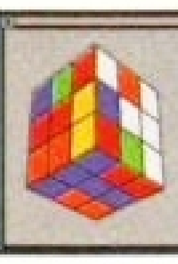
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U883 OPTI-Utils 1 - over 30 disk copiers/Optimise etc
U885 INTUITION BENCH MARK V6.5 (Not WB1.3) sysinfo
U886 COMPLETE WB UTIL (2DISK) very useful Util col
U887 DISK REPAIR KIT 4-Include disk repair, undelete, soft protect, diskmate, sysinfo, etc
U950 STEREO-SCOPIC V2.a (not A5001.3) – RAMDOM DOT STEREOGRAM generator
U951 FORTH PROGRAMMING (NOT WB 1.3)
U957 SCALA BACKGROUND (2disk) High quality image
U960 PROGRAM LOADER-New Hard Disk menu
U961 MAGAZINE E 3 (2disk) science fiction magazine
U963 AMOS & AMOS PRO COMMAND EXTENSION
U967 PRO-GAMBLE-Super horse prediction program
U978 DELUXE PAINT 4 BUDDY SYSTEM-(2) Get the most out of Deluxe Paint Instant on line for every function
U981 VIRUS CHECKER V6.54 - AUTO UPDATE MONTHLY—
U982 DIRECTORY OPUS V4 add Extra Command/BUTTONS
U983 MAGIC WB & MAGIC MENU - Both latest versions
U986 VIRUS-WORKSHOP V5.1 - the best Virus killer
U987 GRAPHIC-CONVERTER (2D) Converts pictures etc
U988 TURBOCAT Auto catalogue your disk library
U989 AUTOBOOT DISK MAKER V4 -very useful
U993 IMAGINE STUDIO V2.(2D) The best PD image (picture) processor available. Rivals even the commercial image processors costing hundreds of pounds. (not k1.3)
U969 POWER-CACHES Speeds up disk loading, Accessing.
U970 HARDDRIVE SECURITY II Collection of HD security programs eg Lockout 2, Password etc
U971 HARD-DISK & FLOPPY DISK DOUBLER (Epu) not WB1.3
U973 CHEAT FOR 800 + GAMES, LEVEL CODE V3.3.(2)
U974 HD GAMES INSTALLER 2 install top games to HD.eg Zool 2, Rise Of the Robots, Mortal Combat 2 & more
U975 DMS V2.04 Pro. Crunch entire disk. (not1.3)
U976 MAGIC SELECTOR V1.4-Change Magic WB back drop
U977 MAGIC WB ICON ARCHIVE (3) 1000`s of MG icons
U998 X-PASSWORD-protect your hard/floppy drive
U979 ICON ACHIVE(3) 1000`s of normal icons (any Amiga)
U994 TEXTURE STUDIO. Render various textures for use with Imagine 3 etc req FPU.(not 1.3)
U995 PRO-GAMBLES V2 must for all gamblers.
U996 BOOKIE BEATER- gambling program to win
U997 HD GAME INSTALLER 3. install more games to HD
U998 EXOTIC RIPPER V3.b Latest ripper
U999 HD MEMORY (new collection) require MM
U1000 MAGIC OPUS VOL 2 & 3 (2D) more Dopus buttons
U1001 CAR DATA ANALYST-check your car performance
U1002 TURBO CAT-(WB 2&3 only) catalogue creator
U1003 LOTTERY WINNER V2-new version
U1005 BASIC-ELECTRONICS-Teach all about electronics
U1006 LOTTO LUNACY V5 Update latest lottery predictor
U1007 ALL NEW HARD-DISK & FLOPPY DISK TOOL 2 (2)
U1008 HARDWARE PROJECT 2 (2) Build dozens of projects, even how to fit Amigas in a tower case
U1009 DATA ALERT 3-explains why your computer crashes
U1010 WB2.04 INSTALLER-install A500+/A600 to HD

PUZZLE GAMES II

Massive collection of all the very best puzzle games ever released, including some of the classics like Rubics Cube, Picture-Puzzles etc, far too many to list

5 DISK PACK ONLY £4·99





ARCADE GAMES II

COLLECTION OF THE VERY BEST SHOOT-EM-UPS.
MUST FOR ANY GAMES PLAYER

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The very best board games ever released. This pack contains the very latest CHESS, CHECKERS, SCRABBLE, MONOPOLY & DOMINOES.

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5 disk pack with all the latest printing programs specially designed for printing out high quality documents, text & pictures etc and it is even able to print out A5 booklets (very handy). Easy to use.
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GAMES

G222 MEGA 21 GAMES amazing 21 games
G235 DRAGON-CAVE brilliant 3D puzzle games
G240 QUADRIX very addictive excellent
G242 TAKE EM OUT like Operation Wolf
G253 DESTINE MOON BASE Arcade conversion
G272 TANK BATTLE 2 player tank battle game
G278 ARCADIA the best ARKNOID clone
G300 Q-BOID cross TETRIS and INVADERS
G303 DIMENSION X 2 player LIGHT CYCLE GAME
G310 NEBULAR Excellent 3D shoot em up
G316 GALACTIC Excellent 8 levels arcade
G317 HYPER-BALL Speed ball + level editor
G320 GHOST-SHIP Very good 3D adventure
G325 BATTLEMENT Hunchback of Notre Dame
G326 MEGA GAME COLLECTIONS III 3 top games
G331 GRAVITY massive space exploring game
G333 CYBER-NETIC Brilliant 8 way blaster
G334 DONKEY KONG - (A1200 order code AGA296)
G335 CRAZY SUE II- best platform to date
G342 SUPER SKODA CHALLENGE (& track editors)
G344 STAR-TREK similar to RAID 2 but harder
G355 DOODY very cute & extremely addictive
G356 WONDER LAND amazing graphics recommended
G362 DELUXE PACMAN + best pacman ever released
G367 CARD GAMES collection
G368 WIZARD-DOMAINS dungeon type games
G370 KALATRIZ (not A1200) arcade Tetris clone
G373 AIR ACE II Very playable shoot em up
G384 OTHELLO best PD version
G386 MOUSE IMPOSSIBLE very addictive puzzle
G390 TETREN most polished Tetris ever released
G392 STRIKEBALL brilliant Baseball clone
G399 TRAILBLAZER brilliant (not A1200)
G400 FIGHTING WARRIOR like Street Fighter
G404 DOMINOES only one of its kind on PD
G406 TOTAL WARS strategy like chess in space
G411 BATTLE CAR 2 3D car racing
G431 NESTER CARD GAME- hours of fun for a quid
G435 ROULETTE American roulette excellent
G438 TRAILBLAZER 2 C64 conversion
G441 E-TYPE 2- very good asteroid great graphic
G443 OLEMPIAD DISK (2D) Olympic sport events
G445 DESCENDER GAME tank, search & descender
G446 OBLIDOX excellent arcade/puzzle game
G448 PARACHUTE JOUST quite playable
G455 CASTLE OF DOOM VG graphic adventure.
G460 WIBBLE WORLD GIDDY Large platform game
G467 CASH FRUIT- good fruit machines
G478 AMOS CRICKET cricket games
G488 EXTREME VIOLENCE 2 player battle out
G489 ENGIMA MACHINE very challenging puzzle
G490 MEGA BALL 2 very playable BreakOut clone
G491 BOUNCE & BLAST brilliant platform 10/10
G492 ZOMBIES & DEFENDER 2 fantastic games
G494 MERCANERY SIMULATION 3D wars games
G499 LIFE -simulation very interesting
G500 TRANSPLANT dozens of levels fast arcade.
G501 KLAWZ THE KAT- great platform game
G511 HIGHWAY HELL like SPY HUNTER on the C64
G531 OPERATION FIRESTORMS-brilliant
G534 CASTLE KUMQUAT similar to Alien Breed
G535 BLACK DAWN brilliant graphic adventure
G538 MORIA 5.4 The latest Dungeons & Dragons

101 GAMES

PRICE ONLY £9·99
Brilliant collection of over 100 of the very best PD games includes INVADER 2, Tetris, Monopoly etc. Far too many to list. VERY easy to use menu. Most games come with full instructions
MUST FOR ANY GAMES PLAYER
COMPATIBLE WITH ALL AMIGAS

AMIGA SHOPPER
101 Games PK recieve 90 % in Amiga Shopper issue 54

All games are selected from an easy to use menu and most games come with full playing instructions.

G539 BRIDGE Good version of Bridge
G540 ORK ATTACK bloody adventure
G541 REBOUNCE 2 player futuristic breakout
G542 ROAD TO HELL brilliant car racing
G544 SUPERTOM CAT New vertical shoot em up.
G545 KUNGFU CHARLIES mix with platform brill.
G546 RAID 4 latest vertical scroll shoot em up
G546 QUIZMASTER very good quiz program
G552 ELEVATION games based on lift ??
G560 IMPERIAL WALKER -Based on STAR WARS game
G567 STARBASE 13 (2 disks) Brilliant - like MONKEY ISLAND
G657 AMOS LOADSA MONEY best fruit machines
G659 MR MEN OLYMPIC (2 disks) many events to complete
G660 4 L.C.D DREAM 4 small hand held games
G664 NEIGHBOUR GAMES (2 disks) based on the TV series
G665 TIME RUNNER (WB2/3) Brilliant graphic
G667 GOLF (2 disks) One of the first & best GOLF
G668 AMOS CRICKET 2 New Amos cricket simulator
G669 MUGSY REVENGE gangster graphic adventure
G672 JIGSAW (2 disks) very playable jigsaw games
G673 BOBBY GARDEN + DIGGER (NEW) Brilliant
G674 HIGH OCTANE Fast car racing (not WB1.3)
G675 TIME RUNNER amazing graphic adventure
G680 SPACE-INVASION 2 - Fantastic Galaxain
G681 AUTOMOBILES - PD version of SKID MARK brilliant
G682 BANDIT MANIA - Brilliant fruit machine demo
G685 PROJECT BUZZ BAR -Brilliant Asteroid
G689 GUN FIGHT (not A500) 1.3
G690 THE REAL POPEYE 64 (A500 1.3 only)
G692 SYSTEM DEFEND - Brilliant Defender clone
G698 AMIGA-BOY - Game Boy emulator + Tetris
G732 DETHELL IN SPACE Recommended.
G735 OVERLANDER Brilliant arcade MOON ALERT
G737 SERIOUS BACKGAMMON The best in PD BG
G771 STAR VOID (2 Disk) brilliant Thrust
G772 UN-SENSIBLE SOCCER very similar to Sensible Soccer games. RECOMMENDED
G773 FRUIT MANIA - Brilliant fruit machine.

101 GAMES PACK 2



PRICE ONLY £10·99
This is the very latest new 101 games compilation pack 2, containing some of the very best in PD games like Zeus, Wonderland, Dragonflies etc. Far too many to list.
COMPATIBLE WITH ALL AMIGAS

All games are selected from an easy to use menu & most games come with full playing instructions

G774 TRICKLE TREAT - like Doom on the PC
G775 FOOTBALL MANAGER - New version
G782 SOLO ASSAULT 3D like Wing Commander
G783 SEED OF DARKNESS - Brilliant graphic adventure"
G785 THE GREAT GOLD RAID - very addictive
G787 ANT WAR V1.9 (LATEST) not 1.3
G788 ZENO-MORPH - Great graphics
G789 TASK FORCE very good MIND SHADOW clone
G790 GREEN FIVE Amazing 3D graphics
G791 PROFESSIONAL BINGO CALLER
G792 MARTIAL SPIRIT like Street Fighter II
G798 6 EXCELLENT CARD GAMES collection
G809 BLITZ 2 fast action shooting games
G810 EXIT 13 Brilliant puzzle
G811 TEMPORAL MISPLACEMENT - Graphic adventure
G812 A DAY AT THE RACES - V.Good horse racing game
G820 BOULDER ORIGINAL with 80 levels
G821 BOULDERDASH cave/level construction kit
G822 BOULDER COLLECTION 2/3 160 level (2 disks)
G839 BOULDER PACK with 640 levels on 8 disks
G860 ALIEN NET WORK- new Space Invaders
G862 BATTLE FORCE excellent text adventure.
G863 GNU CHESS the best chess with 10 levels
G868 SWORD OF YIGG Graphic adventure
G867 POWER-TETRIS for 1 or 2 players
G868 SUPER SMASHING TETRIS
G870 CHESS II & CHECKER One of the best around, must for all CHESS or CHECKERS players
G871 GRAVITY FORCE 2 1 or 2 player thrust clone
G872 SCHNEBITZ Commercial quality puzzle games
G875 DELEXE GALA v2.3 (NEW) feature & bounce game 2 player RECOMMENDED, get it now
G876 THE KRILLIAN INCENDENT like ELITE2/Epic
G878 QUANTUM-Maze collect & escape type games
G879 RAG TO RICHES - like MONOPOLY
G884 WIPE OUT-mindless blasting games
G885 GODZILLA Another shoot em up

NEW 101 GAMES PACK 3

New 101 pack 3 contains over 100 games. Runs on all Amigas, only £11·99. OFFER: buy any 2 packs together & receive a free £4 token for use with next order. This offer cannot be used with any other current offer and is subject to conditions.

G886 SUPER MEGA FRUIT- All new fruit machine
G888 DRIVING MANIAC 3D (fill vector like Indi500) car racing- very fast. RECOMMENDED
G889 PLANET FALL - Luner Lander clone
G891 BUCK TOOTH ADVENTURE Very good multi level shoot/collect em up RECOMMENDED
G892 PENGO 2- Maze type games. Recommended
G893 SUPER OBLITERATION Blast asteroid very similar to PANG 2 lots of weapons RECOMMENDED
G894 SUPER INVASION II - New SPACE INVADER
G897 THE SHEPHERD Brilliant POPULUS clone. RECOMMENDED
G898 ALIEN GENOCIDE (2) Shoot aliens set in space.
G899 PUCKMAN One of the better PacMan around.
G900 SUPER-BATTLE ZONE 3D (not WB1.3)
G901 M*A*S*H a (ANTWAR 2) similar to LEMMINGS & WORM, with loads of Weapons (Brilliant)
G904 LAST SOLDIER (2) multi level platform games
G905 CYBERTECH (2) excellent ALIEN BREED Clone
G906 HANGMAN any one for a game?
G907 ACE SPACE nice platform game
G908 COLOURMANIA slide/Klatriz type puzzle game
G910 HARRY-HADDOCK- Brilliant platformer games
G912 MANGLE FENDER - Brilliant, Smash up other cars/tanks etc to win. Extremely addictive. Get it
G913 ARCADE GAMES CLASSIC Vol 1 & 2 (2d)
G914 HELICOPTER - like Desert Strike
G915 COW WARS. Very addictive 2 player game
G916 ISLAND -Like Monopoly.
G919 COP THE LOT Pro Latest Lottery predictor
G920 LOTTERY PROFESSIONAL
G921 MONOPOLY. (board game) The best version
G922 JET WILLY 3 - excellent platform game
G923 FLAMMING ENGINE - Superb car racing game
G924 POWER MACHINES. Graphically brilliant
G925 SUICIDE-MACHINE Operation Wolf style
G926 ZAXXON 3D Superb C64 3D blaster game
G927 BOING V3. Great platformer. Recommended
G928 PUNTER - Animated horse racing game
G929 ARCADE JIGSAW (2d) includes LION KING
G930 WHEEL CHAIR GLADIATOR - Great fun to play
G931 NIMBLE - Brilliant new arcade puzzle.
G933 BLACK DAWN 3 - THE NEW BEGINNING (2) Superb 3D adventure. RECOMMENDED
G934 R3 ROCKET (NEW) very good rocket game
G935 BATTLE SHIP- the finest PD version
G936 LAST LAP - Fast car racing game
G937 SKID RACER (not A500) - Excellent car racing game

GAMES HINTS & CHEATS II

Do you find it hard to get past a certain level in many games? 5 disk pack with 1000s of games cheats/help/level codes action replays, pokes etc, should help you finish many games – suitable for all Amigas only £4·95.
Updated & Released on 28 July '95

EDUCATION

E001 KID PAINTS superb paint special for kids
E002 COLOUR IT brilliant computer colouring book
E003 TREASURE SEARCH find the hidden treasure.
E004 LEARN & PLAY I (not A1200) maths & games
E005 LEARN & PLAY II more education programs
E006 SPANISH TRANSLATOR Spanish, English
E008 MR MEN (WB1.3only) brilliant story adventure
E009 ASTRONOMY tutorial on solar/star etc system
E010 SIMON & SPACE MATHS maths & Simon games

E011 EDUCATION PACK 1

Packed with dozens of educational programs ranging from maths & science to educational games, Suitable for any Amiga.
5 disk pack only £4·95

E019 DINOSAURS teach you all about Dinosaurs
E020 WORLD DATABASE requires 2+MEG
E021 STORY LAND II interactive puzzle games RECOMMENDED
E022 LANGUAGE TUTOR teaches you 4 languages
E023 TALKING COLOURING BOOK talking Dpaint brilliant
E024 EASY SPELL II improve your kid's spelling
E025 SCRABBLE requires 2-4 player. Brilliant
E026 WORDS can help you solve the crossword
E027 OSWALD Large colourful cartoon game
E030 EVOLUTION breed your own hybrid
E031 IQ TEST + IQ GAMES pack 1 excellent
E033 TYPING TUTOR very good typing tutor
E035 CHESS HELPER helps/teaches how to play
E036 BASIC TUDOR learn about Amiga basic program

EDUCATION & 21 GAMES PACK

Collection of the very best of educational programs and a 21-game pack. A very popular combination for kids (runs on all Amigas)
5 disk pack only £4·95

E038 AMIGA TUTORIAL 7 part tutorial
E039 COMPUTER CARE how to care for your Amiga
E040 GUIDE TO LOWER BACK PAIN tutorial about the spine & how to avoid back pain. RECOMMENDED
E041 KID ALPHABET displays alphabet
E042 FRACTION & SILOUEST maths & games. Excellent
E043 MATH MASTER teaches/tests you on maths
E044 STEAM ENGINE V2 graphic & tutorial
E045 PETROL ENGINE tutorial & animation graphic
E046 GAS TURBINE ENGINE tutorial & anim graphic
E047 STIRLING ENGINE tutorial & anim graphic
E050 DREAM FOR ANGEL explains the meaning of dreams
E051 INVISIBLE WORLD brilliant RECOMMENDED
E052 FISH TANK turn your Amiga into a FISHTANK
E054 DEMOLITION MISSION simple game for kids
E055 WORD POWER solve crossword puzzles etc good.
E056 WORM HOLE simple game ideal for children.
E057 APPLE CATCHER catch falling apples brilliant
E058 CROSS MAZE & CRYPTOKING 2 excellent kids games
E059 VERB QUIZ find the word & its related verb. Brilliant
E061 KING JAMES BIBLE (4d) complete Bible
E066 TARROT clairvoyance in an instant
E068 GALLOW fancy a game of hangman?
E070 MATH DRILLS teaches all basic maths skills V good
E071 ERROR INFO gives information as to why your Amiga crashes
E075 WORLD WAR 2 graphics tutorials on world war like Starprobe/ molecube etc
E076 SCIENCE an excellent collection of science disks. (4 disks)
E080 KIDPRIX great childrens painting program.
E081 ASTRONOMY PACK- Amazing collection of programs relating to astronomy. Locate star positions etc. Must for astronomy student or enthusiast (4 disks)
E073 PICTURE & LETTER learn to read - first steps
E074 AMIGA BEGINNER GUIDE tutorial on Amigas
E085 NODDY PLAYTIME Very good demo
E080 KID PIX more excellent painting programs
E081 D.T.P FOR KID easy to use, excellent
E092 SING A RHYMES sing-a-long
E094 HIGHWAY CODE TUTOR questions on highway code
E096 READ & LEARN (2D) THREE LITTLE PIGGY Story
E097 BACK TO SKOOL vol 1 collection of the best
E098 BACK TO SKOOL vol 2 in educational programs
E099 BACK TO SKOOL vol 3 & games. RECOMMENDED
E100 LITTLE TRAVELLER world wide information
E101 WORLD GEOGRAPHY world with map & text.
E103 DISCOVERY OF THE ATOM tutorial on the Atom (2D)
E104 DESK TOP GUIDE TO MUSIC (3D) guide & tutorial
E107 TRUMPTY FIREWORK ALPHABET Entertaining way to learn the alphabet
E108 HOW TO DEVELOP PHOTOGRAPHS 1 (2) Excellent
E109 MR MEN OLYMPICS (2D) many events to compete in.
E110 CULT TV DATABASE (2D) Information on early TV series
E112 HOW TO DEVELOP PHOTOGRAPHS 2 (2) develop your own.
E115 ELECTRONIC WORLDS (3D) Complete King James Bible
E116 HOW THE EARTH BEGAN- Big Bang theory.
E118 WORKBENCH 2 tutorials on Work Bench 2
E119 DINO WAR Quiz on dinosaurs
E120 JUNIOR MATHS Great learning aid for teaching maths RECOMMENDED
E121 PICTURE PUZZLE brilliant JIGSAW type games
E122 WORD FACTORY Brilliant, teach kids new words
E123 KID DISK 1- Brilliant education pack
E124 KID DISK 2
E129 KID DISK 3 (DTP) Drawing program for kids
E142 KID DISK 5 & 6 - 2 disks full of brilliant games
E125 JURASSIC PARK lots of information on dinosaurs
E126 CHILDREN SONG 2 contains 5 excellent songs
E127 MING SHU (A500 only) Brilliant Chinese Astrology.

KIDS DISKS 1, 2, 3, 4 & 5

Excellent collection of educational programs. Ideal for teaching kids various subjects while retaining the fun & game element.
5 disks only £4·99 or order separately for only 99p per disk.
Order Code KID DISK & no. 1-5

E128 ASTRO 22 PRO.V3 -The latest astrology program that calculates the position of planets, time of eclipse, zodiac positions etc. RECOMMENDED
E130 FRENCH VERB TESTER should help you with your French.
E131 CULT TV DATA BASE II (2 DISK) information on early TV
E132 WORLD HISTORY BOOK
E133 LITTLE TRAVELLER II (2) World wide information.
E134 X-FILES - Guide to the TV series.
E148 CHESS & TUTOR - teaches you how to play chess
E150 INTERNET-FULL guide to internet & superhighway
E161 CLI & SHELL TUTOR (help) Ideal for beginner
E162 DELUXE PAINT GRAPHIC TUTOR V 3 & 4 RECOMMENDED
E163 JAPANESE - teaches you to speak the Japanese language
E164 PAINT IT (not A5001.3) latest COLOURING BOOK
E165 KEY BOARD TRAINER An excellent typing tutor.
E166 WORD POWER- spellcheck/crossword solver/teach
E168 CROSSWORD CREATOR - design crosswords
E169 CHESS II & TUTOR brilliant Chess II games
E170 HISTORY OF AVIATION Vol 1 Excellent disk
E171 CHILD FAVOURITE- Education program
E172 ANIMAL LAND - Learn about animals
E175 FRANTIC GUIDE TO COMPUTER (2D) brilliant & funny
E177 CYBERPUNK 2 for CyberPunk freaks only
E178 STAR-TREK & STARTREK NEXT GENENATION GUIDE (6) must for Star Trek fans, contains 100s of pictures from Star Trek series 2
E181 SIGNATURE CREATOR customise your own signature.
E182 VIRUS WORKSHOP V4 comprehensive guide to virus'
E184 IMAGINES VIDEO 2 disks
E185 WORKBENCH 2/3 GUIDE On line help/Complete
E210 LEARN & PLAY 3 Latest education & games
E240 BARNEY THE BEAR GOES CAMPING (2d) all about animals
E241 COMMS GUIDE V1.1 using modems for beginners
E242 GUIDE TO WEATHER (3d) complete weather guide. RECOMMENDED
E245 MATH ATTACK- Maths related games for kids
E242 ANIMAL-LAND - Ideal for young kids. Excellent
E243 PICTURE-MATHS - Maths program for kids
E246 BEGINNER GUIDE TO WB 3 (A1200 only)
E247 GLOBE FACT(2) facts about planet earth
E248 KID ONLY. 6 excellent games to play with
E250 SANTA -Help santa collect presents
E251 BIRTHDAY HISTORY V2.2-
E252 BAR-TENDER - recipes for 1000s of drinks/cocktails
E253 BEGINNER TYPING TUTOR

NEW EDUCATION & 21 GAMES PACK 2

Latest education pack & new 21 game collection (5 disk pack) only £4·95

WE ALSO STOCK THE ENTIRE COLLECTION OF LSD LEGAL TOOLS 1-150 SCOPE 1-220 FRED FISH 1-1000 ASSASSIN GAMES 1-200 ETC

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High quality fonts for use with Dpaint or Personal Paints

VARIOUS CLIPART Pack (1, 2, 3 or 5)

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COMPUTA-GRAPHIC FONT (Packs 1, 2, 3, 4 or 5)
High quality fonts for WORDSWORTH or any DTP

IMAGINE VARIOUS OBJECTS (Packs 1, 2 or 3)
REAL 3D VARIOUS OBJECTS (Packs 1, 2 or 3)
LIGHTWAVE VARIOUS OBJECTS (Packs 1, 2 or 3)
TRUE FONT FOR ABOVE (Packs 1, 2 or 3)
(Please state for which pack above)

We also stock many more packs. Please phone.

COMMODORE 64 V3



The very latest version. Now you can play real Commodore C64 games on your Amiga. All packs below are complete & ready to play directly on your Amiga. Printed Instructions provided.

C64 & 45 original games ....£4·99
C64 & 100 original games.........£8·99
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PS: C64 V3 & 100 GAMES PACK SCORED 88% WHEN REVIEWED IN AMIGA SHOPPER ISSUE 54

ZX SPECTRUM 48K



Now you can play 100s & 100s of Spectrum 48K games on your Amiga. Any pack below is complete & ready to run on your Amiga. Full printed instructions provided.

SPECTRUM + 50 GAMES PK 1 ONLY £4·99
SPECTRUM + 100 GAMES PK 2 ONLY £7·99
SPECTRUM + 200 GAMES PK 3 ONLY £11·99

SPECIAL OFFER

Take all 3 of the above packs & 50 new Spectrum games (total 400) For Only £19-99

More Spectrum games available

<...screen shot from AMIGA

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C64 & 45 games pack
Spectrum V2 & 50 games
Vic 20 & 30 games

All 3 packs for only £9·99

SEE LEFT FOR DESCRIPTION

1000 SPECTRUM GAMES pack

See left for detail. This pack comes on a very large number of disks. rrp £39.99

NOW ONLY £29.99

+ £2.45 for parcel postage (due to the very large number of disks in this pack).

AGA A1200 & A4000 ONLY

THIS LISTING IS FOR USE WITH AGA AMIGAS

0AGA001 EXTENSION DEMO Stunning demo, fast landscape anim and a rotating city, regarded as the best AGA demo
AGA002 FRACTAL GENERATOR fractal in 256 colours.
AGA003 WORKBENCH HACK hack/toy/blanker etc
AGA006 NEW SUPER KILLER recognises & kills over 316 types of virus. Must for all A1200 owners
AGA007 MINDWARP very first demo for the A1200
AGA011 SLEEPLESS NIGHT 3
AGA012 PLANET GROOVE Super A1200 Demos
AGA013 MOTOR INVADER 2 (2 disks) Brilliant INVADER game
AGA015 POINT OF SCALE Great A1200 only demos
AGA016 CHROMAS - Fairly good demo.
AGA017 WORLD OF MANGA (4 disks) magnificent Japanese comic slide show. Recommended
AGA021 MAGIC WORKBENCH Improve the look of your WB & add some functions to your WB. Really BRILLIANT
AGA022 WB 3 UTILITIES loads of WB 3 only utilities
AGA023 U-CHESS the best chess game program so far but requires 4 megabytes. Brilliant graphics
AGA024 WORKBENCH 3 SCREEN Great backdrop

DEGRADER
AGA090 A1200 FIX DISK COLLECTION 1
AGA091 A1200 FIX DISK 2 COLLECTION 2
AGA094 RELOCKIT V1.4a latest. run A500 SOFTWARE
AGA306 A1200 FIX DISK VOL 3 (New July 95) All disks above are designed to make any older A500-A600 Amiga programs/games etc run on your A1200/A4000
A MUST FOR ALL AGA AMIGA OWNERS. RECOMMENDED

AGA097 A1200 UTIL - AGA TESTER, SYSINFO etc
AGA098 ACTION REPLAY V4 Complete ACTION REPLAY.
AGA099 MADFIGHTER 2 Brilliant Street Fighter clone
AGA100 AGA BLITZ SCREEN BLANKER
AGA101 FAST GIFF 2 display GIFF pic In Workbench.
AGA102 AGA DIAGNOSTIC - NEW system tester
AGA103 BLACK BOARD AGA decent Image processor
AGA105 QUICK GRAB AGA - AGA screen grabs
AGA110 WORLD BEYONDS 1 (3) stunning 256 colour fantasy art. Leaves Atari users breathless
AGA114 SMELLS LIKE CHANEL No.5 Most brilliant demo ray trace picture ever released on the A1200
AGA121 MAGIC FACTORY 1 STAR TREK (5 disks)
AGA133 AGA UTIL v1 & j2 (2) AGA util compilation
AGA135 AGA UTIL V3 &4 (2) more of above
AGA137 MULTIBOOT - 4 different versions A500 EMU
AGA138 OFFICIAL WORKBENCH 3 HARD DRIVE INSTALLER
AGA139 WB3 HARD DISK PREF & INSTALLER installing
AGA140 CROSS DOS PLUS v5.1 read/write PC files
AGA142 SUPER LEAGUE 3 - latest manager games
AGA144 SPEAK & SPELL - educational software for kids
AGA146 KELOG LAND - brilliant platform games
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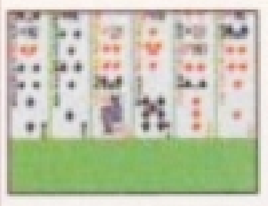


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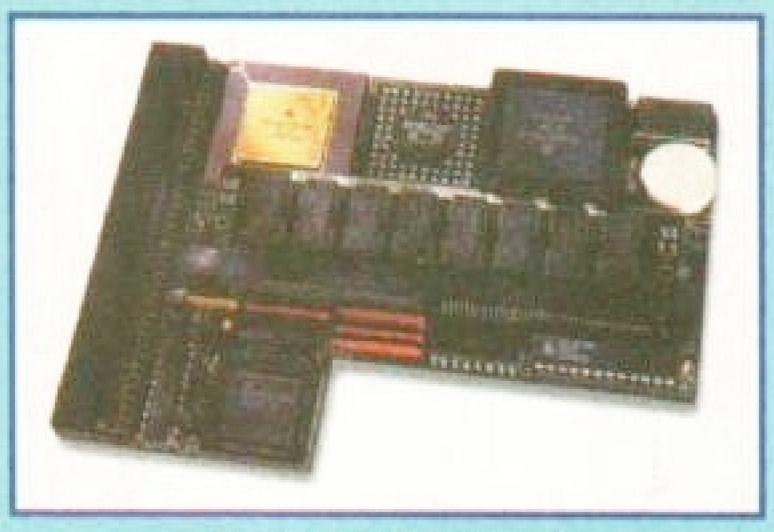
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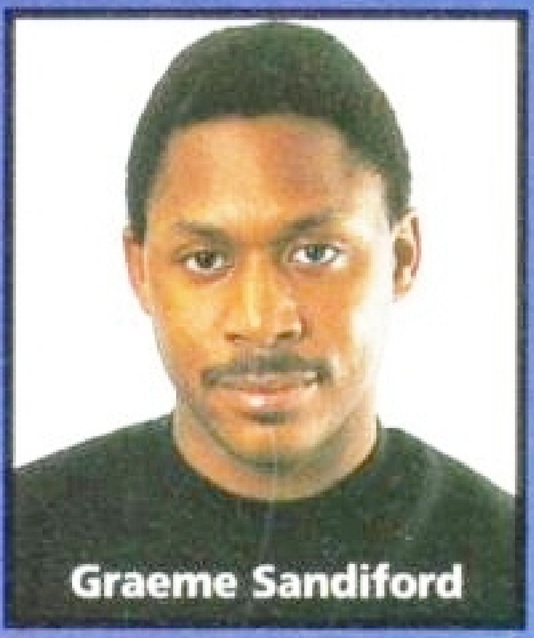
AF SERIOUS



"There's something big coming through the Jumpgate" – Lightwave 4! ....page 67

AMIGA FORMAT CATCH THE WAVE MAN

After literally months of phone calls and numerous faxes, we've finally gotten hold of *Lightwave 4* for the Amiga. **Nick Veitch** is very keen to get his mits on this terrific program and is sure to put it through as many exhaustive tests as he possibly can.



Graeme Sandiford

I'll be taking a look at a brand new multimedia authoring system, *ImageVision*, taking a fresh and intuitive approach to a potentially tricky subject. It's interface and working look very promising indeed.

We'll also be examining the SX32 which should hopefully be all the things that the SX-1 promised. Not forgetting a head-to-head review of the cut-down versions of the Amiga's two best wordprocessors and, of course, the best in Amiga CD-ROMs too.

REVIEWS

67 LIGHTWAVE 4
After much pushing, shoving, resentful looks, sulking and my trip to Germany it was decided that **Nick Veitch** would review this great program. Since then he's been muttering about inverse kinematics and rendering times – something to do with *Lightwave* I hope.

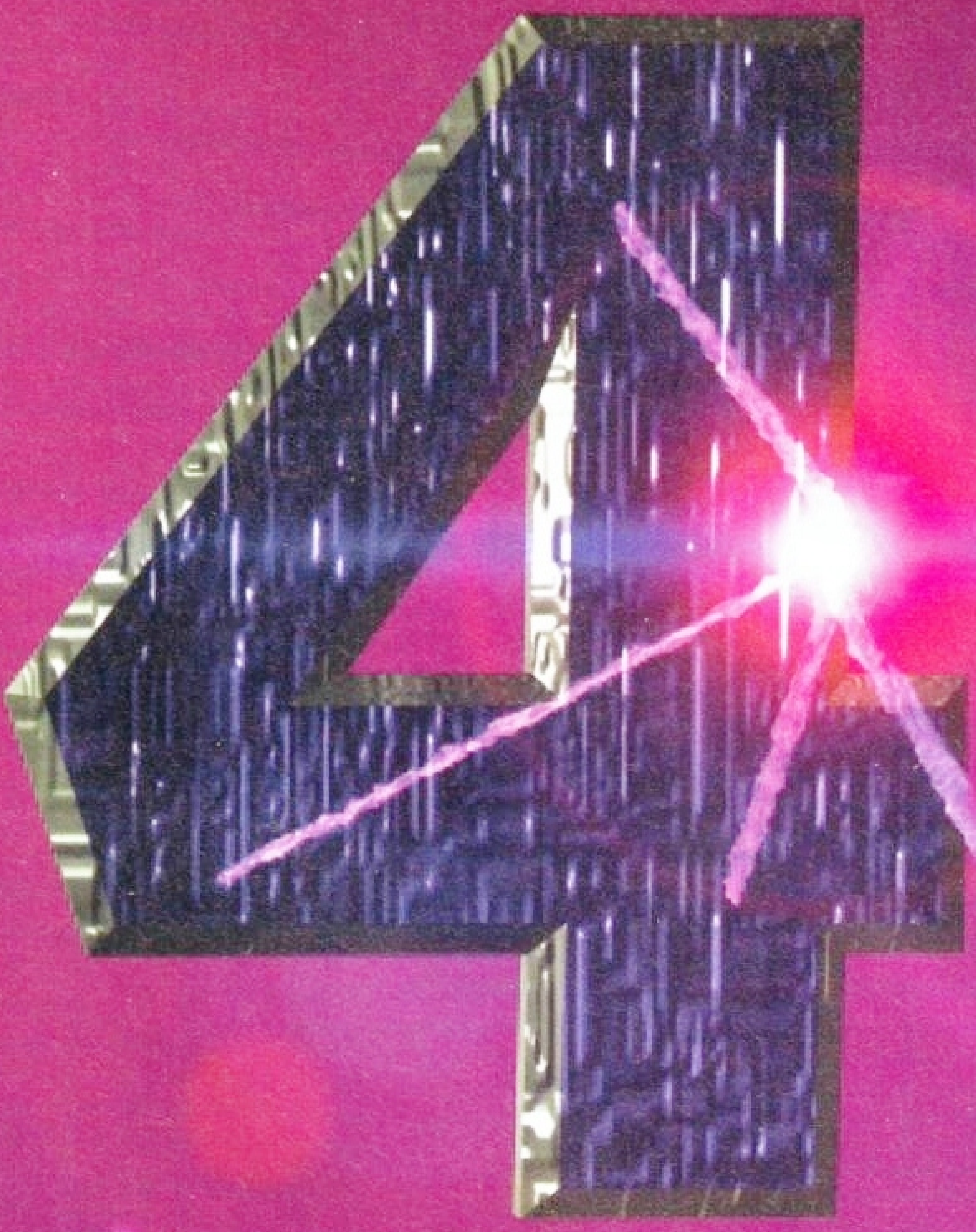
72 IMAGEVISION
This brand new multimedia authoring system attempts to make creating multimedia easy enough for artists. **Graeme Sandiford** takes his palette in hand and attempts to draw himself a program.

75 SX32
The SX-1 made plenty of promises that it didn't complete fully, not least of which was to transform a CD32 into a fully-functioning computer. The SX32 has come to do the things the SX-1 should have, **David Taylor** makes sure it does the job properly.

78 FINAL WRITER 4 LITE VERSUS WORDWORTH 5SE
These two battling behemoths go at it once again, but this time they've lost some features and are going for the middleweight title. **Graeme Sandiford** attempts to find out which one has the best features left.

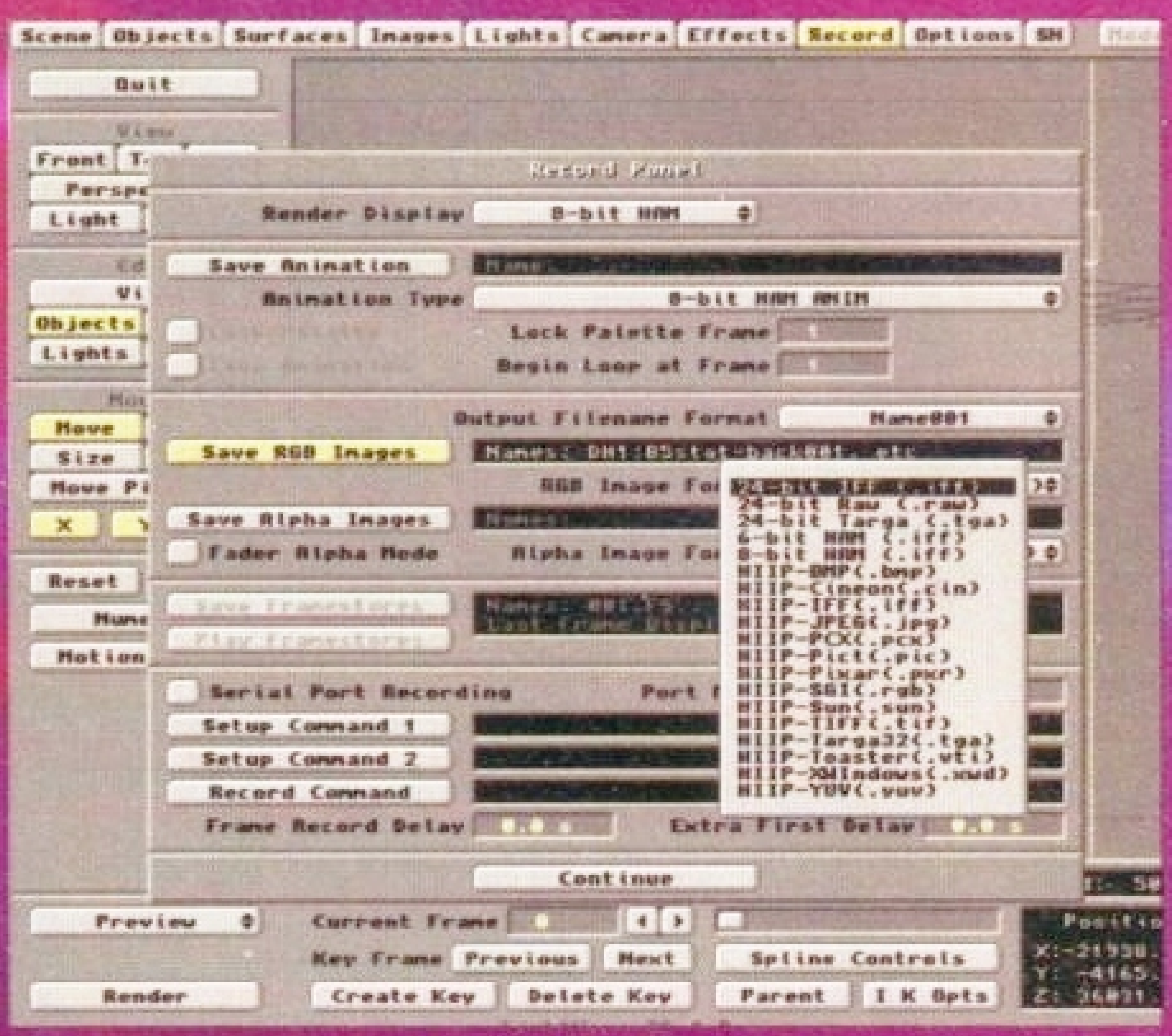
81 CD-ROM ROUND-UP
This month sees the arrival of even more top quality CD-ROMs. Join **Graeme Sandiford** as he takes a look at a collection of sexy cars, an Atlas on CD complete with lots of information, a CD full of 3D stuff and one full of Workbench-related tools.

Lightwave 4



It may be the best known 3D animation system, but is it still top of the heap? And has cross-platform development weakened the Amigas hold on this increasingly important niche market? Nick Veitch sets off on an arduous journey of discovery.





So far, the best use of a plug-in. The HIIP system gives *Lightwave* access to a whole range of popular file formats.

For a long time it has been a high profile favourite of TV shows and films. *Lightwave* and the Amiga have been used for countless projects, including *SeaQuest dsv*, the *Robocop* TV series and of course *Babylon 5*. In fact, it is only *Lightwave* and the video Toaster that have kept the U.S. Amiga market alive.

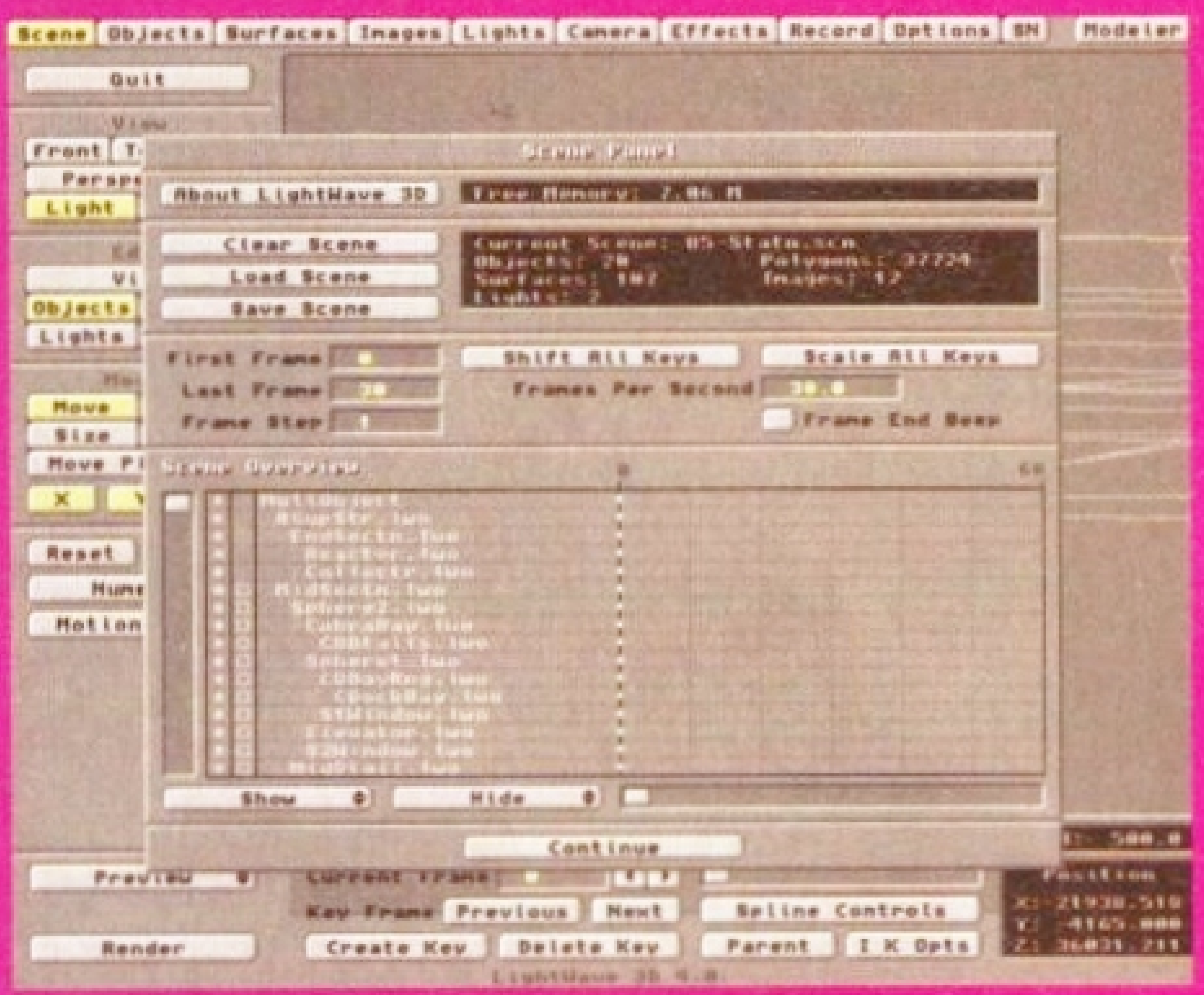
But now, having been unbundled from the Toaster for nearly two years, Newtek have decided to transport *Lightwave* to new platforms such as the PC and Silicon graphics systems. Is this a good thing or a bad thing?

At any rate, version 4 of *Lightwave* for the Amiga has now been released – but is it the earth shattering event we've all been waiting for?

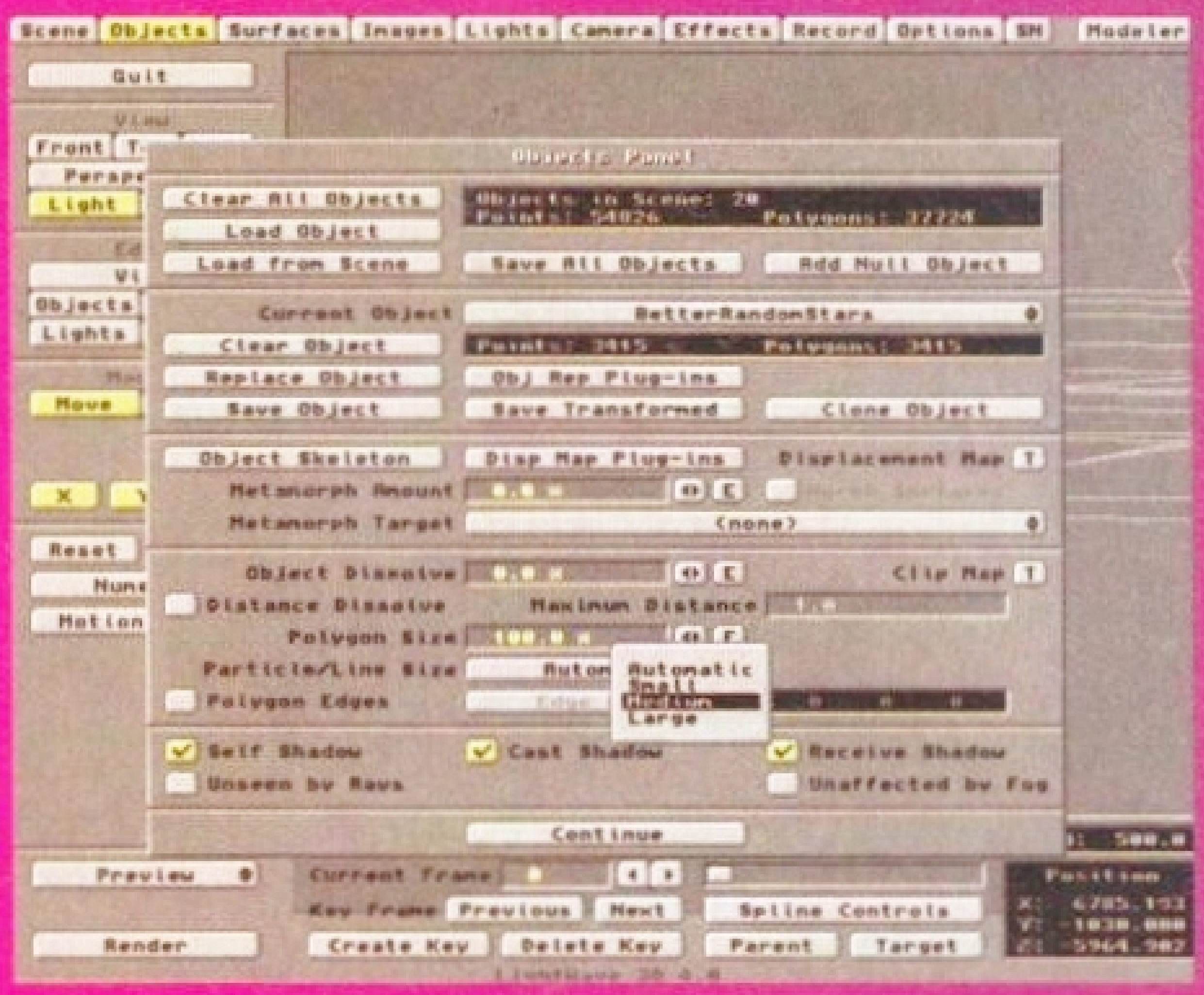
Is it indeed, still as impressive compared to the increasing competition



The Inverse Kinematics system, new to this version of *Lightwave*, is an important tool for serious animators. It allows objects or bones to be linked together, and to



Hurrah! you can turn objects on and off without crashing! Notice the FPS gadget too.



The plug-in slots here will be most useful for future versions of kinematic systems like *Impact!*

on the Amiga, never mind the competition from other platforms?

CHANGES

Hallelujah! Personally, I find the most useful improvement, or at least the one which cures most of my frustration, is that *Lightwave* now uses proper file requesters which have mod-cons like a Volume list. My sanity thus saved, I can go on to find out what else is new.

There are, broadly, two major improvements to the Layout of *Lightwave*. The first of these is the inverse kinematics system, which is covered in the boxout (See p69). Briefly, this is a way of linking objects, particularly limbed objects, so that they will automatically rotate and move themselves towards a goal position.

The second major addition is the plug-in system. These are small routines of code which are loaded into the main program to perform a specific task. For example, the most useful plug-in supplied with *Lightwave* is probably the HIIP support plug-in, which allows *Lightwave* to load and save in a variety of file formats (including Pict, JPEG, TIFF, YUV etc.). The loaders and savers are not built into *Lightwave*, but the ability to use this external code is.

These plug-ins, as you will see, pop up all over the place and allow *Lightwave* to be customised and perform a variety of tasks not previously possible. But first, let us consider the Layout window itself.

Disappointingly, there have been no changes to the available screen modes. You are still stuck with the same old Hi-Res mode. There are still two higher resolution modes listed, but, as with earlier versions, these are unreliable to the point of being unusable. Usually the display itself is fine, but all the gadgets get confused. Thankfully, the modeller works fine in these other modes though.

Newtek are relying on plug-ins to solve this headache for them. Quite reasonably, they seem to have taken the stance that the third

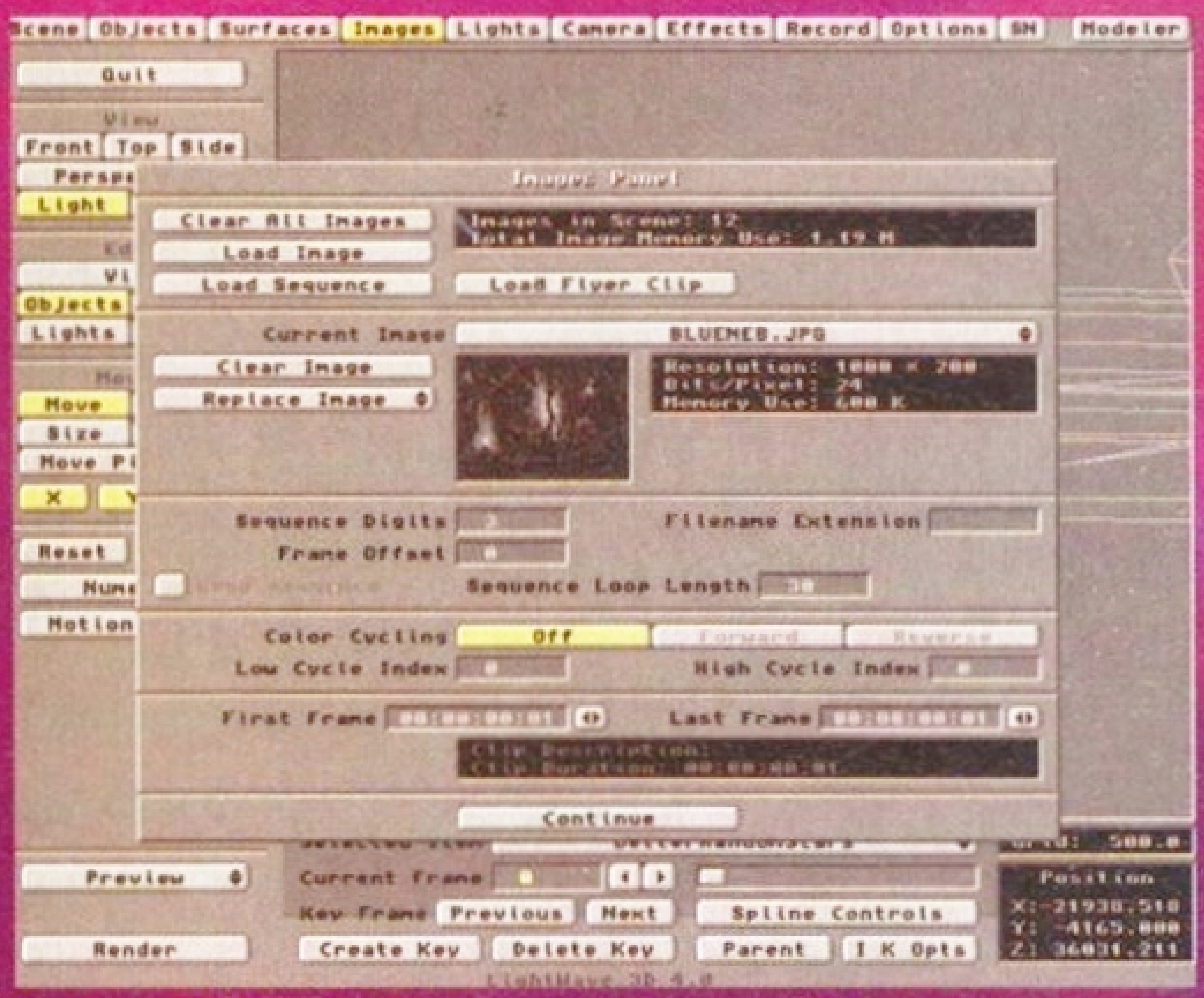
LIGHTWAVE FOR BEGINNERS

If you have never heard of *Lightwave* before (which seems unlikely) you might be wondering what all the fuss is about. *Lightwave* was originally an integral part of Newtek's Video Toaster, the desktop video system. The Toaster has been a phenomenal success in the U.S. over the years, but has never had much impact in Europe for the simple reason that it only works in PAL.

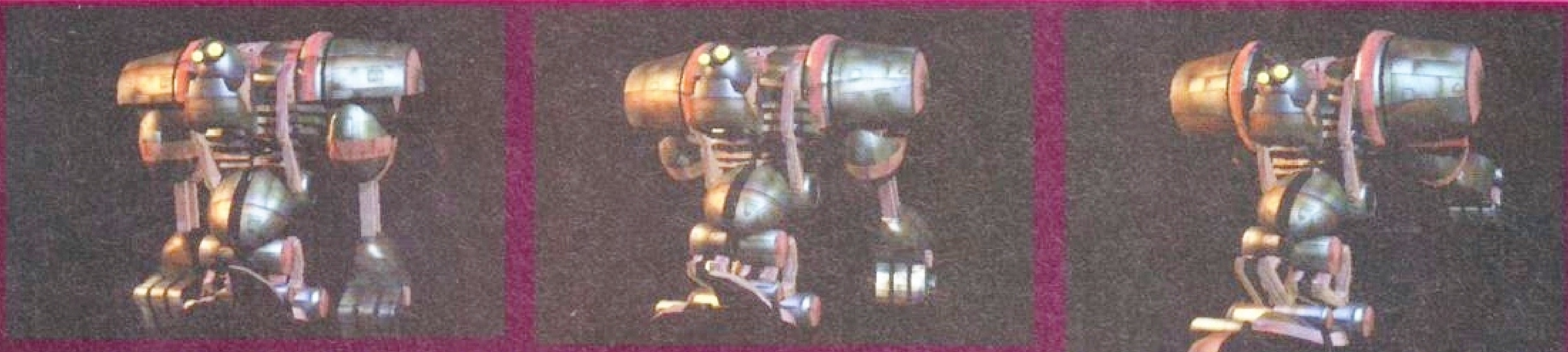
One part of the Toaster system was of interest to Europeans though – the ground breaking 3D rendering software which formed part of the Toaster bundle. In fact, it was so popular that many people acquired the Toaster just so they could run *Lightwave!*

And who could blame them. *Lightwave* has been used in Hollywood for years now, on such high profile shows as *Babylon 5*, *Star Trek: The Next Generation*, as well as *SeaQuest dsv*.

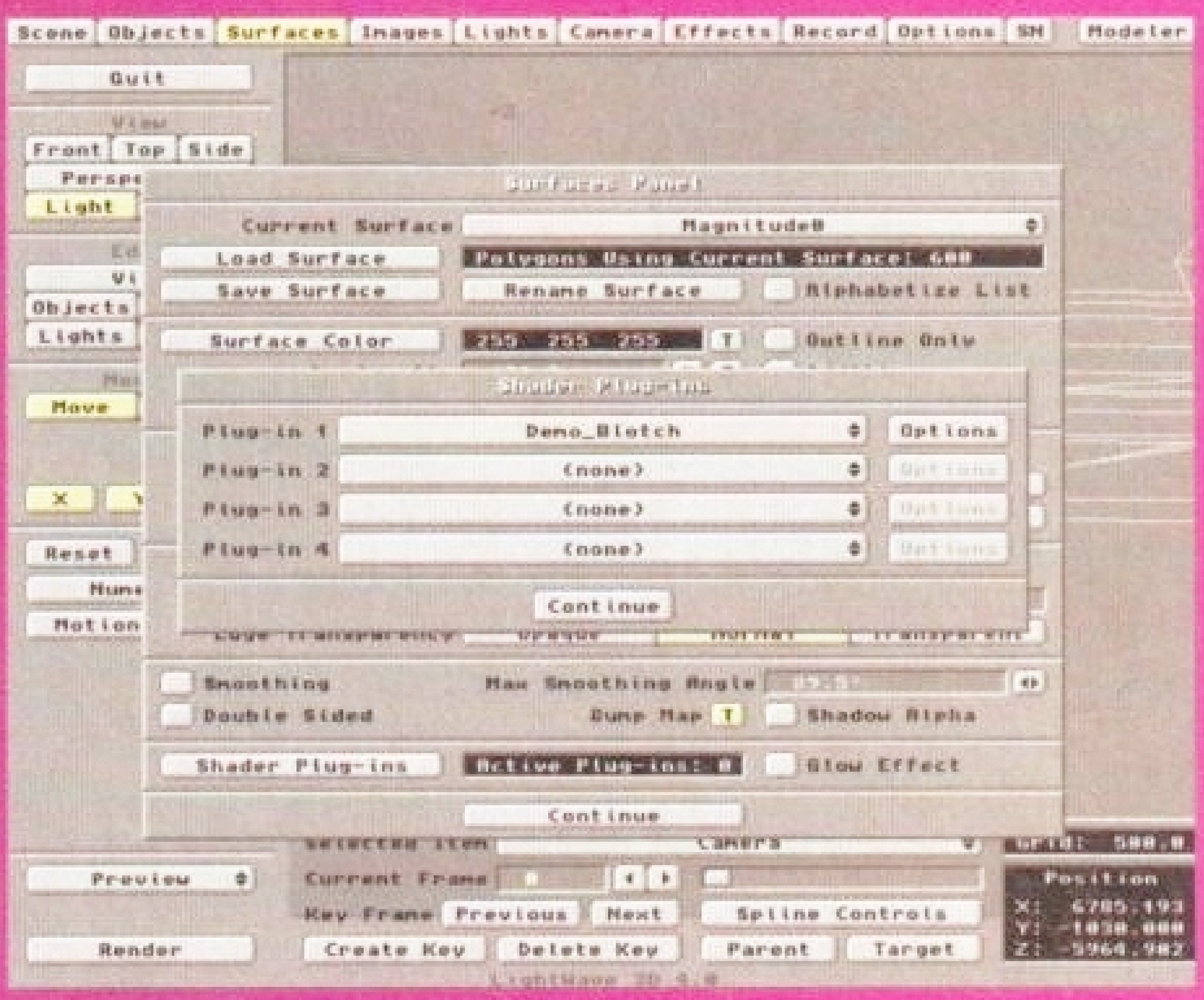
A little over a year ago, Newtek finally released version 3.5 of *Lightwave*, which did not require a Video Toaster – it had been "unbundled". It was a great success, and encouraged Newtek to plan to expand the scope of *Lightwave*, by making it available for other platforms such as the PC and Silicon Graphics systems. Version 4 is the first version to benefit from this cross-platform development.



Better sequence control and Flyer support are new additions.

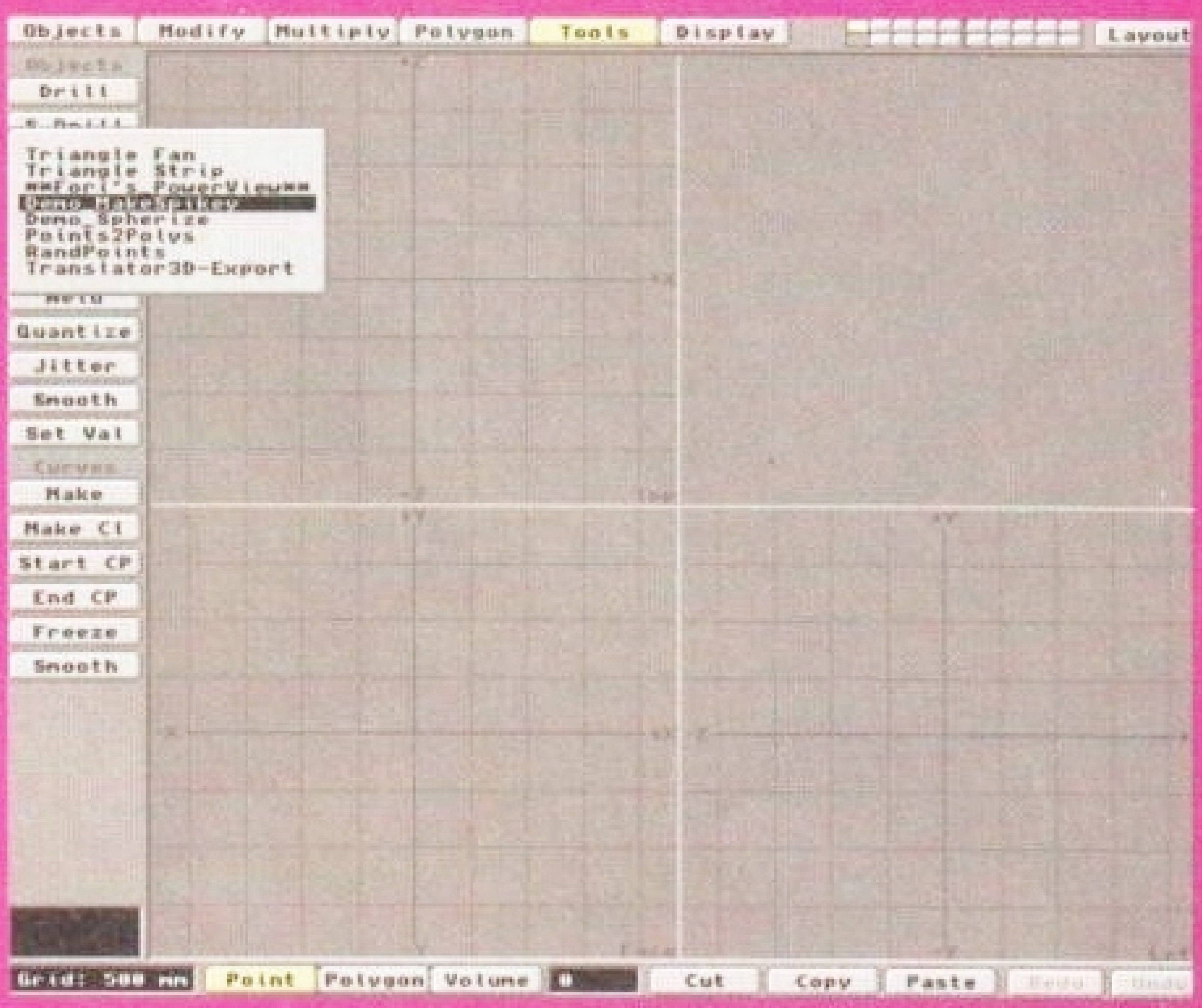


automatically seek a target point. This allows limbed objects to move realistically, as you can see in the animation frames above. Perhaps more importantly though, the



There is space for four shader modules, which are really like little post-processing effects for the surface.

The modeler is much the same apart from a little gadget hidden away, which allows access to the plug-ins.



party manufacturers responsible for all the different graphics cards should write their own software. At the moment, the only display plug-in that exists is for the Cybergraphics card – and unfortunately, it has proved as useful as Newtek's 1024x768 mode (ie. it doesn't work).

SET THE SCENE

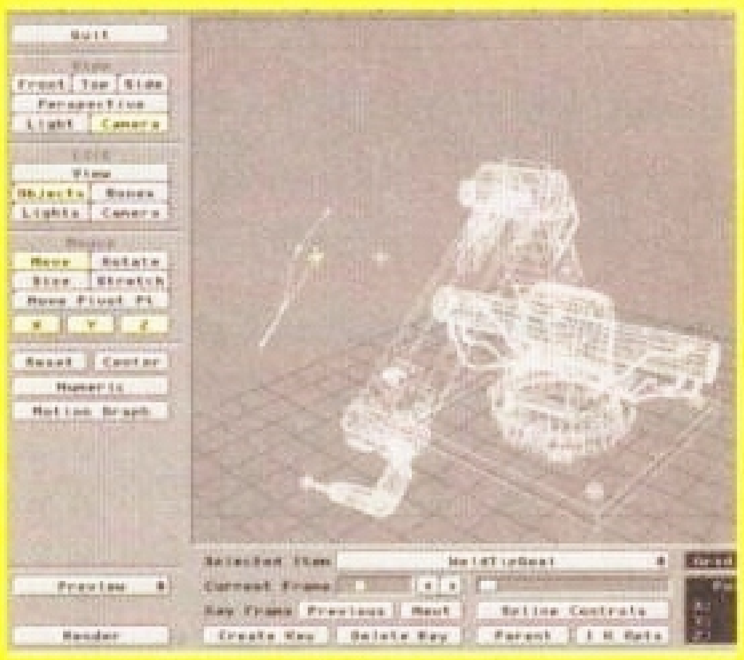
A useful addition for those who use *Lightwave* more for animations than still frames is the provision of a "frames per second" setting in the Scene panel. If you create all your objects and attribute motions to them using realistic values, you can find yourself at a disadvantage. *Lightwave* was previously set up to deliver a strict 25fps, which is fine for video work, but which is a bit fast for other anim applications, which can't deliver full frame, full motion video. A realistic scene, shot in version 3.5, would have looked like a slow motion replay in these situations. With the new fps setting you can easily optimise your animation for any playback medium.

Some other improvements include the facility to hide the wireframes of selected objects in the main view. This was theoretically already in version 3.5, but had more bugs than a fisherman's bait box. You now have the option to Hide all or Show All as well.

The Objects panel is not overflowing with new options. Apart from some slots for ubiquitous plug-ins (which will no doubt be utilised by kinematic systems and so on), there is only one major innovation, and that is Unseen by Rays. How many times have your nice reflective surfaces been ruined by catching a reflection of something? How many times have your tremendous props been ruined by some unfortunate lighting conditions? Worry no more. Unseen by fog is a similar scenario.

There are a few changes in the Image panel as well. If you are lucky enough to have a *Flyer*, you can now directly import Flyer clips. And, more importantly, thanks to the HIIP plug-ins you can now load in a variety of

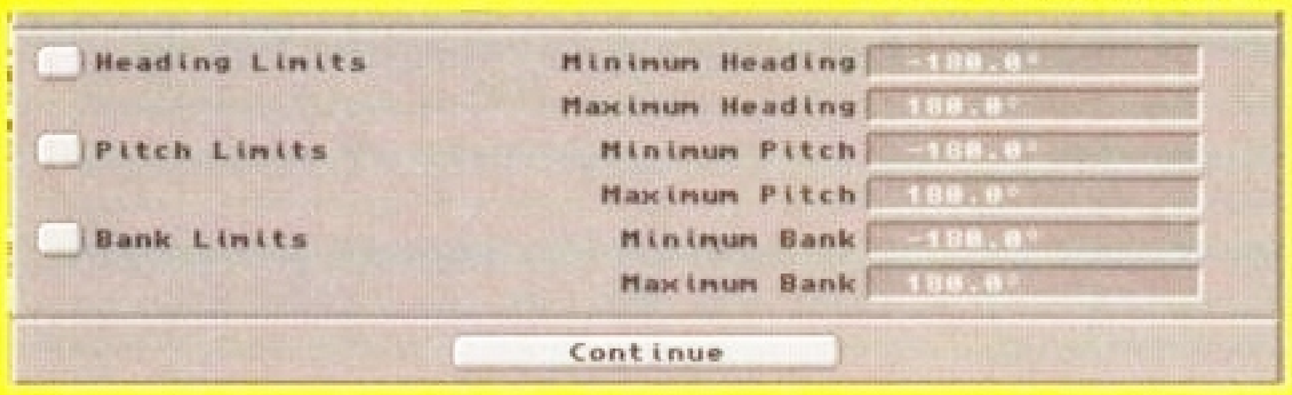
INVERSE KINEMATICS

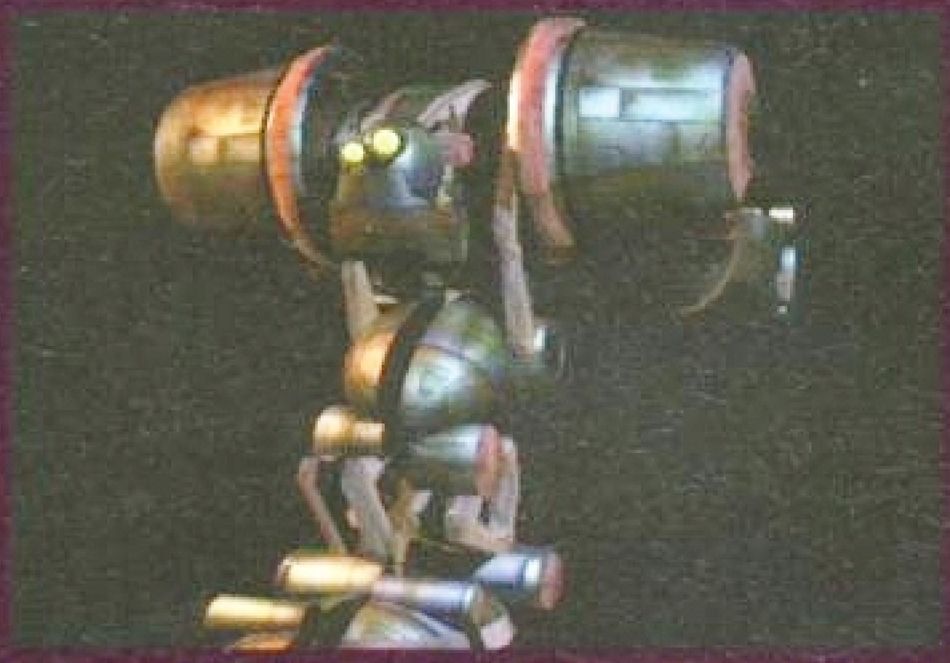


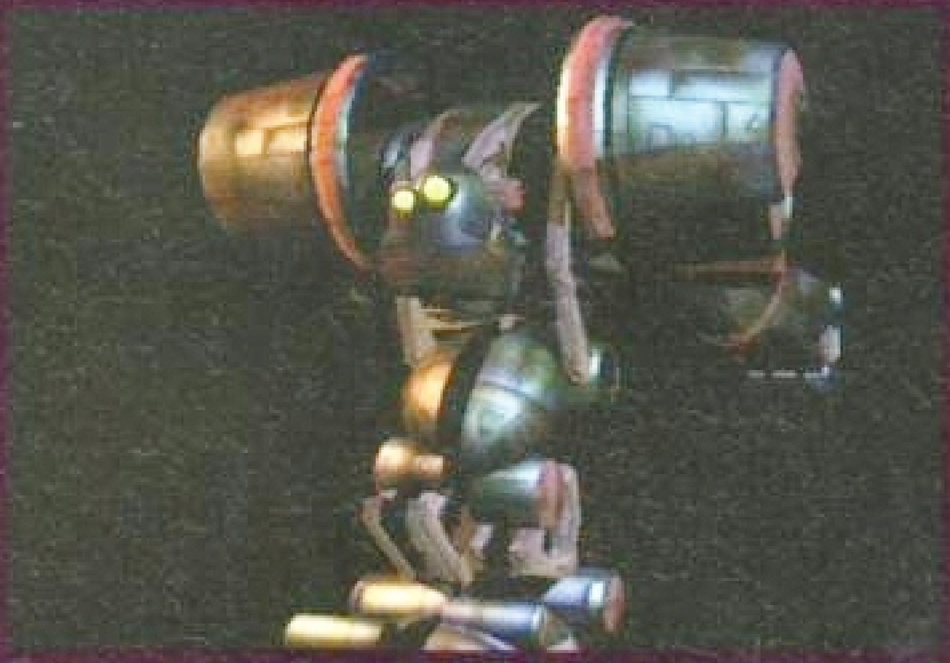
Inverse Kinematics (IK) is probably the most important, and definitely the most powerful, new addition to *Lightwave*'s arsenal of tools. It's long been considered the feature that has been missing from *Lightwave 3.5* and the one that might transform the program into the complete 3D animation system. IK enables you to create character animations much more easily and realistically by restricting the movements of connected objects so that they move in a similar fashion to a human skeleton.

As IK is an animation tool it can therefore be found in the Layout screen. *Lightwave*'s implementation of IK, like many of its features, is very intuitive and relatively simple when compared with other programs such as *Imagine* and *Real 3D*. The first thing you need to do, when creating an animation that will involve IK, is to set up the hierarchy of your objects – making sure that they are parented in the right order. Then you can attach a null point to the last object in the hierarchy and add another as a Goal (or target) for it. Finally you set up the IK options for each object and thereby determine their range of motion. Once this has been done every time the Goal object is moved the other objects will try to follow its movements in accordance with their pre-set limitations.

Although this process sounds complicated it's actually relatively simple compared with *Imagine*'s system. A useful feature of *Lightwave*'s IK system is that it can be applied to bones so you can achieve all sorts of organic effects. IK really is an important feature and its application is not limited to simply animating characters – it can be used to create all kinds of animation effects such as imploding objects and oozing masses, as well as making objects track each other.









system is very easy to set up and use. *Lightwave* has always been boastful of the ease at which film-makers can understand it's operation, and although the concept of



This night-time scene shows off *Lightwave*'s texture mapping and lighting abilities.



Flying Delorean cars may not be your thing, but you have to admit the headlight beam is quite good.



The new glow effect seen here more than doubled the rendering time of this frame. But it looks cool.

different file formats.

More flexible sequence control also allows you to give precise extensions for frames in a sequence, and the number of digits used for an index number.

SILVER SURFACE

The first, and indeed most useful addition to the Surface panel is the ability to preview your textures before you render. Unlike the PC version, which renders appropriately textured spheres in a little window, the Amiga version renders them onto a separate screen, with little captions underneath. The only thing that is really missing here is a "render all" option, for those moments when you have forgotten which surfaces you haven't defined properly yet.

The alpha shadow button is almost the reverse of the "unseen by rays" option in the Object menu. This allows objects to effectively cast shadows on background images.

The reflection mapping routines have also been improved, giving you a choice of various different methods – this makes for much more realistic effects, if you don't mind the slightly longer rendering times.

Speaking of which, the new Glow option is tremendously processor hungry. Making an object glow gives it a very nice penumbral haze which could find plenty of applications in just about any scene, from fireplaces to force fields. It certainly saves an awful lot of fiddling about with semi-transparent luminous objects.

Bizarrely though, glow parameters can only be globally defined from the Effects menu , so you can't mix and match glowing objects. The amount of glow is specified in numbers of pixels, which is also rather upsetting because obviously this value will have a completely different effect depending on what resolution you render an object in.

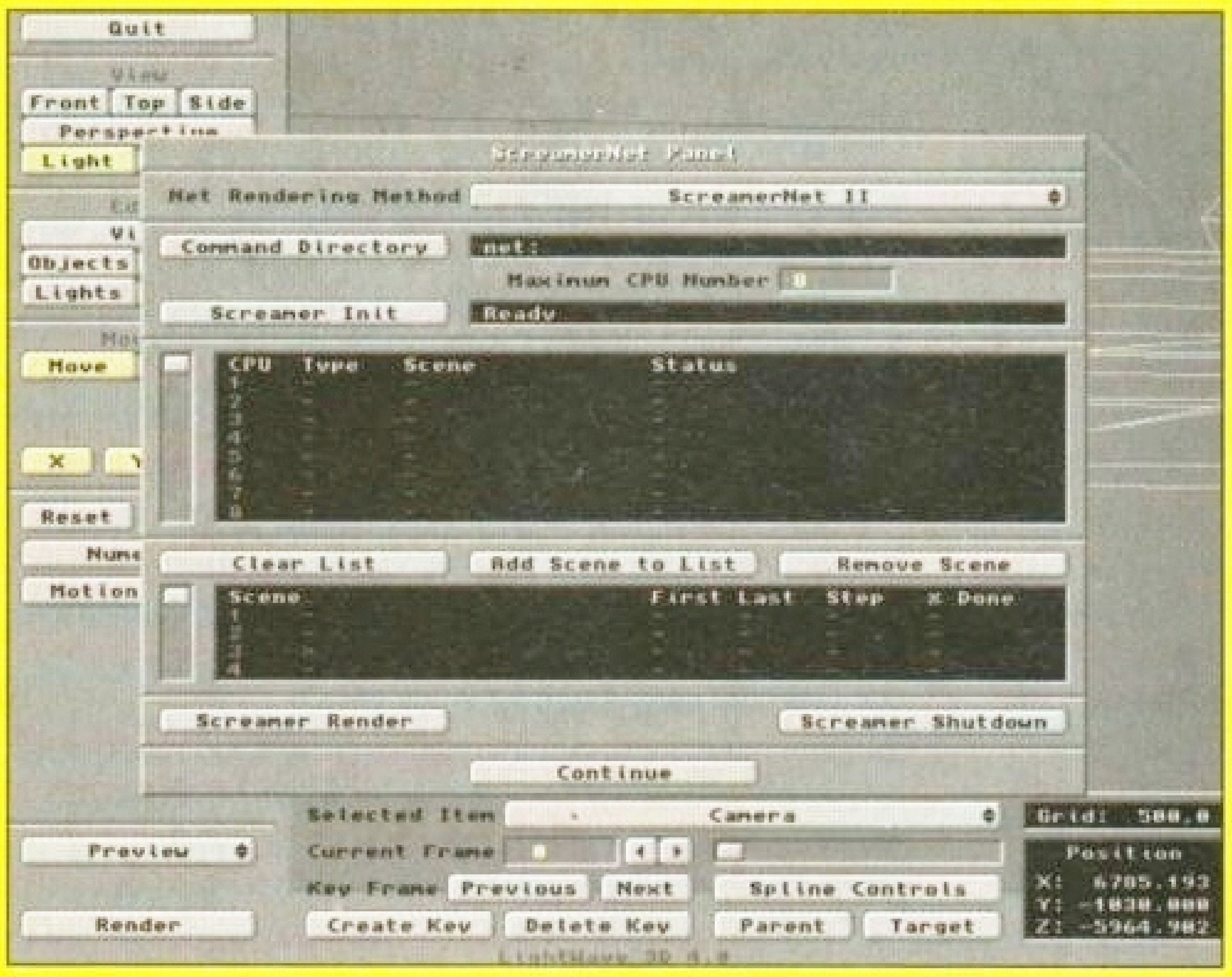
There are a few new procedural textures scattered around, such as crust, and vein (which is similar-ish to marble), but nothing outstandingly great. Rather annoyingly, in my opinion, the Texture Velocity setting has changed to velocity per frame. Now this may be very useful for people working with odd sized frame rates, but some texture effects can be cunningly linked to objects to perform specific tasks in the "virtual" environment. It would at least be nice to have an option.

There is a slot for plug-ins which allows up to three different shader routines to be applied. The only one we have at the moment (none are supplied) is the Blotch shader. Having layered shader effects means it is possible to create a variety of interesting effects.

MORE LIGHT

Apart from a bit of a reshuffle, there aren't many changes to the Camera panel. You can now numerically enter an aspect ratio, but you could always choose custom frame sizes before, so that's no real big deal.

At first glance the Lights panel seems to be much the same too, but there are some important differences, all related to lens flares. Firstly there is now a setting for global flare



CARRY ON SCREAMING

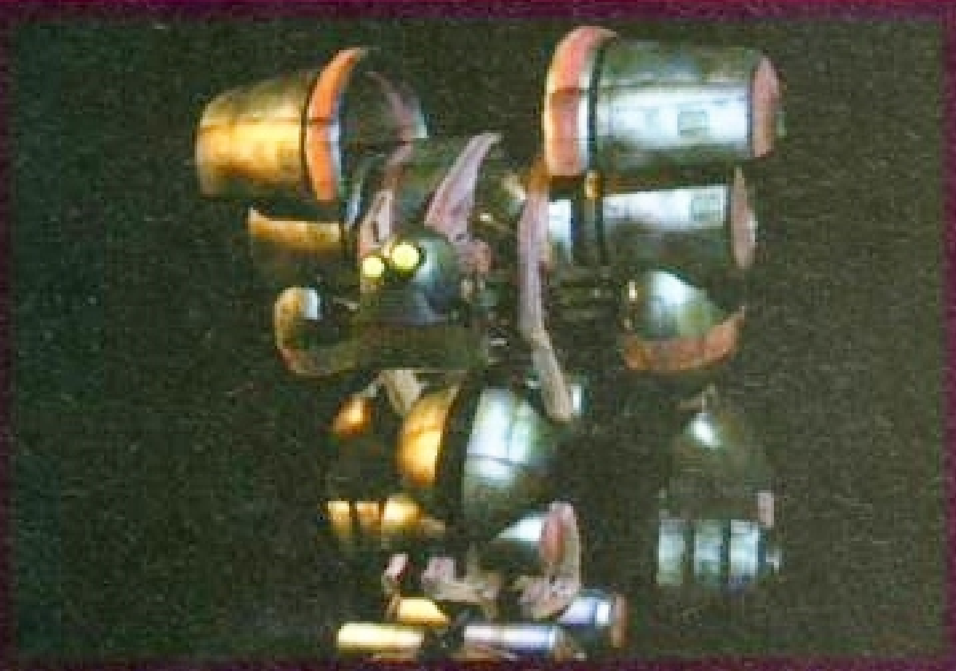
Those of you with a few too many Amigas will be pleased to note that not only is Screamernet still included in *Lightwave 4*, it has also been greatly improved.

Screamernet is a distributed rendering system, which allows more than one machine to gang up on the task of rendering *Lightwave* scenes. One "server" holds all of the necessary objects and images, and issues commands to the other networked machines instructing them to render particular frames.

The remote machines use a streamlined render engine to create the final frames, and they can be of any time, so long as there is a version of the render engine available, and they can network to the server.

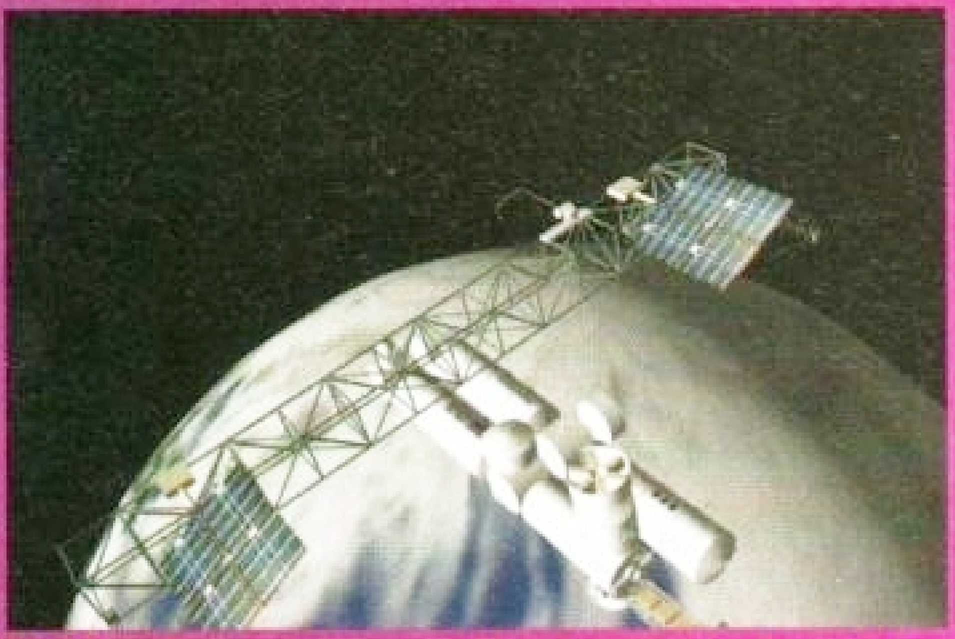
Any type of file network is okay, since the commands are sent via simple ASCII files, written to a specific networked directory. As a test we successfully managed to get Screamernet working on a serial network, although obviously this is not ideal.

A major advantage over the original screamer system is that it is now possible to set up a batch of scenes to be rendered – the original was limited to one scene file.





inverse kinematics may seem a little difficult to grasp, the execution of the idea is much simpler than the IK systems found in other software.



Lightwave is well-known for its prowess at rendering space scenes and animations.



Mean and moody lighting effects are a *Lightwave* trademark – for good reason.



Lightwave's collection of procedural textures have been added to and can create a variety of effects.

intensity, which can be controlled by an envelope. Secondly, you can now customise your lens flares in many different ways, to stop them all turning out the same. The streaks can be adjusted in length, density and intensity.

SUPER MODELS

It seems that the Modeller has been left behind slightly because there are far fewer changes to this engine. In fact, you would be hard pressed to spot any differences on first running the software.

The Modeller has been given the power of plug-ins, but they have been integrated less seemlessly. To add a plug-in, you have to run an Arexx macro for a start, which seems a little odd. And when you have added them, they are all operated from a button lister under the tools panel. Many of the plug-ins currently available are merely compiled versions of macros previously available as ARexx scripts, but they have the ability to perform more complicated tasks in a reasonable time frame.

Another minor but welcome change is to the static perspective view. This can now be manipulated via the mouse, as opposed to being always at the completely wrong angle or juddering backwards and forwards.



But are the sheep in colour? Lovely lights for this homage to SF classic, *Bladerunner*

THIS IS THE END

At the end of the day *Lightwave 4* is a significant step forward. There are still some major features where it lags behind other systems but at least the facilities are there for improvement. The plug-ins are a definite bonus but it does seem like Newtek are expecting others to do their job for them. The Display mode fiasco is certainly a downer. I'm sure there'll soon be plenty of useful plug-ins for that but they should have got it right in the first place?

Sadly, although the plug-ins will make *Lightwave* a much better place to work, they will undoubtedly make it more expensive too...

WHO'S BETTER – WHO'S BEST?

The gratifying thing about all this cross-platform development is a rediscovered pride in the Amiga's operating system. Many people may want the speed of the higher priced Pentium PC systems, which can certainly render scenes faster than the Amiga, but they are not quite so hot at creating them.

Lightwave exists in two parts – the Layout and the Modeller program. Separating these functions makes creating animations a lot easier, and dramatically simplifies the user interface. As the Amiga multi-tasks, there is no problem, because you can run these programs side by side.

Unfortunately, there is a problem for PC owners. Even with Windows '95, running both programs simultaneously is not quite as easy. Although both programs run, the umbilical cord between them has been snapped – you cannot import and export objects from one to the other. If you want to make changes to a model while you are in the Layout program, you'll have to save it onto disk, navigate through Windows to the Modeller and then load it back in again. There are plenty of professionals who intend to continue modelling on the Amiga.

IMAGEVISION

DISTRIBUTOR
Premier Vision 0171 7217050

PRICE
£815

SYSTEM REQUIREMENTS
8Mb RAM (much more recommended), hard drive, WB2 or better.

SPEED ●●●●
Still pretty fast considering. Plug-ins faster than ARexx. Glow is s-l-o-w.

MANUAL ●●●●
An improvement. In total over 800 pages of useful info.

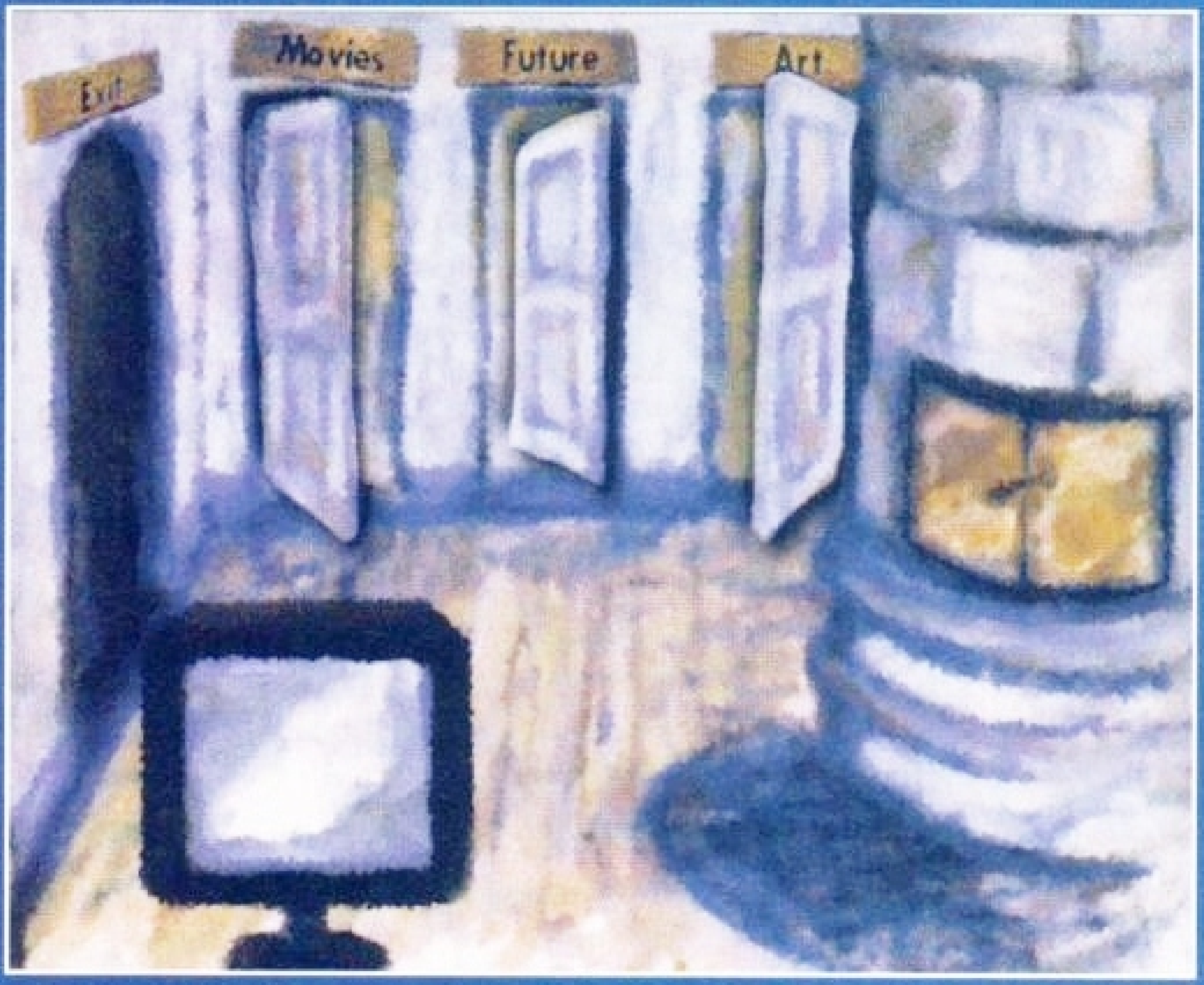
ACCESSIBILITY ●●●●●
Ease of use has always been *Lightwave*'s major advantage.

FEATURES ●●●●
The arrival of plug-ins will open up a whole new industry.

VALUE ●●●●
It isn't cheap, but it's all relative. How much is *Soft Image*?

"There's scope for improvement, but it's still far and away the best"

94%



You can be as creative as you like with your backgrounds. This one was done by the author of the program and includes animations in areas of the screen.



The GFX editor is where you add backgrounds, text and image brushes. It's easy to use, but is a little limited in its text-handling.

Image

As Graeme Sandiford knows, power is nothing without control. Can a multimedia program be easy to use?

Over the course of most of its existence the Amiga has been respected for two main reasons, its multimedia and its graphics abilities. The Amiga has always enjoyed the best software in these categories, and this, combined with the Amiga's custom hardware, has produced some phenomenal results.

It may seem odd then, that these two disciplines have never been combined. Very often most creative types have been put off of the Amiga's myriads of powerful multimedia programs, not because of any lack of features, but because of programmer-like environments. It would seem obvious that a more "artistic" approach to the working methods of multimedia programs would make them more accessible to more Amiga-owners.

ICON BASED

Over the years things have improved a great deal with the arrival of programs such as *CanDo*, *Scala* and especially *Helm*. However *ImageVision* is a new product that takes the evolution of multimedia authoring programs to another level. The simplistic interface of a paint package is combined with several multimedia tools.

The backbone of *ImageVision* is its icon system. *ImageVision* has several different types of icons that make up the foundation of any multimedia project you intend to create. These icons can be dragged-and-dropped onto the work area. The system is so simple that pretty much anybody who can use a paint package and is familiar with file requesters should be able to a create a presentation within minutes.

Unlike programs like *CanDo* and *Scala* that double as other kinds of tools, such as video titlers or application creators, *ImageVision* concentrates solely on producing multimedia presentations. This should be ideally suited to people who want to make interactive slideshows and business or educational presentations.

Thanks to this limiting of the program's uses it is surprisingly small, so small that it actually fits on a single DD floppy and that includes its runtime player. However, I was pleased to discover that the diminutive file size of the program was compensated for by the inclusion of a CD-ROM of example files and scripts.

As you can well imagine this is indeed the right kind of software to take advantage of the extra storage space afforded by CD-ROM technology. The disc is packed with loads of useful stuff of a surprisingly high standard. There are several good samples and animations that are ready to load into the program. There are also several useful icons, fonts and brushes that are ideal for creating buttons with. However the real bonus is a tremendous collection of excellent background images.

These images are of an extremely high standard and cover a variety of textures that would be equally useful for video work. They're mostly hand-drawn and are a credit to the artist – the liquid and metal images are my personal favourites, but there are plenty of other subjects to choose from.

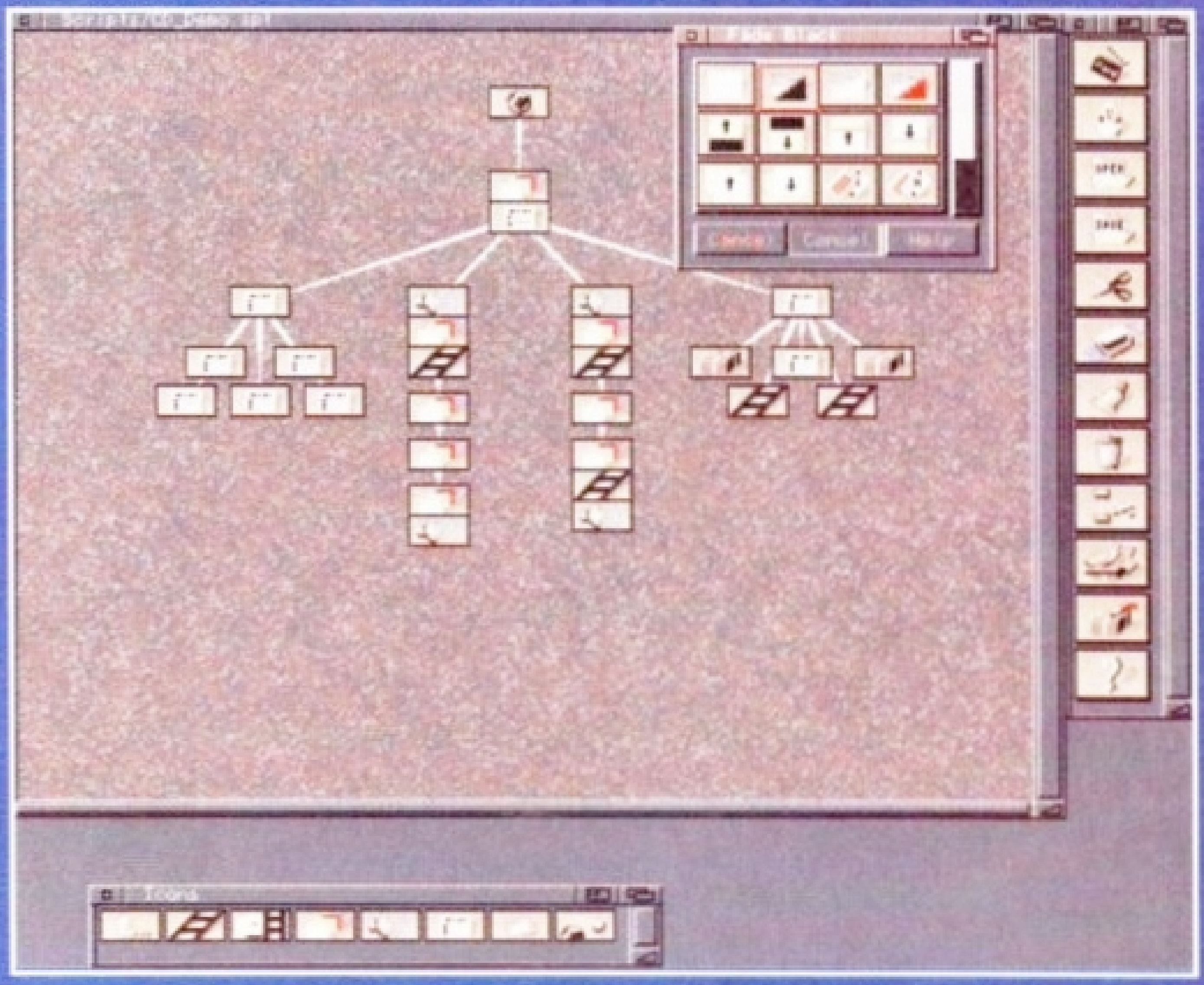
JUMP AND SLIDE

As mentioned before *ImageVision* works with icons. Each icon represents either a menu screen, where you can choose were to go next, or an event such as displaying an animation, picture or playing a sound. There are a variety of icons to choose from, which each perform a different function. The ones available are Jump – for jumping from one icon to another, Animation, MPEG Animation, Slide – for creating an automatic slideshow of pictures, Sound, Return – for sending you back to the beginning of the script and the Subroutine – which will take you out of the current subroutine back to the main script.

A typical session starts in the Script Window where you simply drag-and-



The Click editor is used to create buttons that perform a specific function once clicked on – such as showing an anim, playing a sample or opening a screen.



Here's the starting point for your multimedia presentation. It's called the Script Window and works in a similar way to a flowchart.



Vision

drop your icons and then connect them to each other in the hierarchical order that you need. This part of the process is pretty much like creating a flow chart and the only requirement is that you have a fair idea of how your presentation needs to be organised.

ADD THE BUTTONS

Next, you simply need to enter the specifics for each icon by double-clicking on it. The first item in the hierarchy is usually the best place to start and is often a menu screen, fade effect or a brief animation. If appropriate you will be given the choice of going to the GFX or Button editors. Otherwise, for animations, slideshows and sample playing, you will simply be asked to select the necessary file.

The GFX editor enables you to add text, image brushes, backgrounds and even load ASCII files. However you are only given rudimentary control over these things and you have to rely on external programs and just do your fine tuning in the GFX editor.

The Click editor is used to add the buttons to menu screens that will take you to the next icon (screen). These buttons can be round, rectangular or a user-definable polygon. Sounds can also be attached to a button so that when you click on it a sample will be played.

Well those are the basic elements that make up *ImageVision* and how the program functions. As you can tell, *ImageVision*'s main selling point is not in its power, but rather in its simplicity. It does not offer the same levels of power as *CanDo*, or even the extra little features, like determining a button's shape by its brush, but it is infinitely more simplistic.

Unfortunately this simplicity is not without its faults. For example, when handling text, instead of loading large sections of text into a text object which could then be re-sized and moved, it's dumped onto the screen at the cursor position and then spreads itself over the rest of the screen willy-nilly.

Despite these small niggles and a surprisingly high price, *ImageVision* is still an impressive package especially for beginners and arty types who don't want the added burden of having to learn a scripting language.

IMAGEVISION

DISTRIBUTOR
BLITTERSOFT 01908 261 466

PRICE
£99.95

SYSTEM REQUIREMENTS
A1200 OR A4000

SPEED ●●●●
The general operation of *ImageVision* is quite speedy and the wipes and animations playback smoothly.

MANUAL ●●●●
Although there is no printed manual, the online help is the best method for this type of program.

ACCESSIBILITY ●●●●●
If you can use Workbench and a painting package, you should have no trouble.

FEATURES ●●●
There are a few features that could be added, but this program does the job it was designed for.

VALUE ●●●
For a program of such simplicity £100 is a tad steep.

"If you want to create multimedia presentations quickly and easily, then this is for you"

87%

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SX-32

Can the new upgrade for CD32 owners finally deliver everything that the SX-1 should have done? David Taylor finds out.

Complaining about the SX-1 when it first came out was not easy, because CD32 owners didn't have any options as far as upgrading was concerned. Most owners had bought their new machine with the knowledge that an Amiga at heart meant a real, affordable upgrade future.

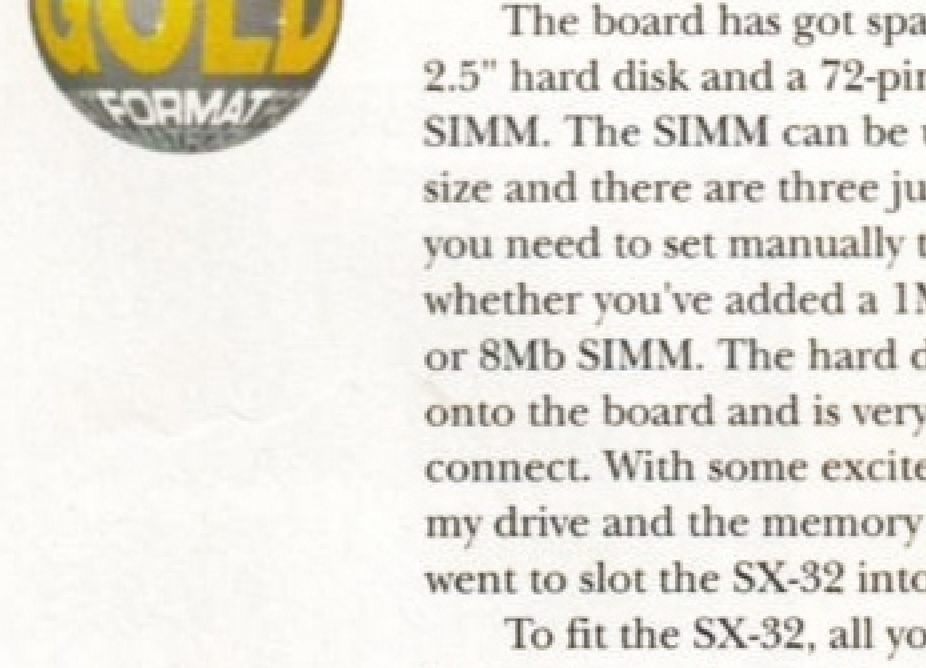
Unfortunately, the SX-1 had more flaws than a skyscraper. It didn't even seem to have been designed by anyone who had seen a CD32. For one, it didn't fit properly and the CD lid would often dislodge it and cause a crash. It was unstable, a nightmare to fit and, let's face it, very cumbersome.

So, my first thoughts about a new version were whether all these obvious criticisms had been rectified. At first, I thought they had.

The biggest improvement is that the whole expansion is now an internal board. It slots inside at the back and then screws on, leaving the new ports at the back. This makes the machine incredibly compact and, in reality, the closest yet to a portable Amiga and one with a CD drive at that! This also means that, unlike the SX-1, you cannot connect an FMV cartridge at the same time. This is not a major problem because not many people have got the FMV cartridge and anyone who has tried to use it with the SX-1 will know that it's incredibly unstable. But the idea of an expanded CD32 being carried around for multimedia presentations is very slightly spoiled by the inability to include MPEG.

The board has got space on it for a 2.5" hard disk and a 72-pin memory SIMM. The SIMM can be up to 8Mb in size and there are three jumpers that you need to set manually to determine whether you've added a 1Mb, 2Mb, 4Mb or 8Mb SIMM. The hard disk is screwed onto the board and is very easy to connect. With some excitement I added my drive and the memory and then went to slot the SX-32 into place.

To fit the SX-32, all you need to do is manoeuvre it over the steel lip at the back and then line up the connectors and slot it home. This is easy when it's a bare board, but as soon as the hard disk was on, it wouldn't fit.



On closer examination, I found that the screw housing on the CD32 dips down at the back and that there was no way my SX-32 with drive was going in there. The problem was not so much with the SX-32, it was the fact that the drive was too fat. I did solve the problem by unscrewing the CD32, taking it apart and fitting the drive to the board internally, but I doubt many CD32 owners will be too keen on that. So, if you are going to fit a hard disk, make sure that it's a thin one!

With it fitted and screwed in, it's just a case of seeing what else it offers you. Well, an abundance of new ports for one. The first thing you have to add is a floppy drive and given the compact nature of the machine, I think I'd recommend the new Four Square drive from Brian Fowler. It is the smallest drive I've seen and offers High Density support so that you can use 1.76Mb HD disks and PC and Mac disks too.

One port that was on the SX-1, but isn't on here, is for a keyboard. Where the SX-1 allowed you to plug a standard external keyboard directly into it, the SX-32 has nothing, meaning that you need an adapter to plug one into the expansion slot that is on the CD32 itself. The one supplied to us was an old 1000 keyboard, which is fine, but lacks the Help key. Oh well.

When it comes to booting the machine, the priorities are exactly the same as on a standard Amiga. That's to say the floppy drive takes precedence.

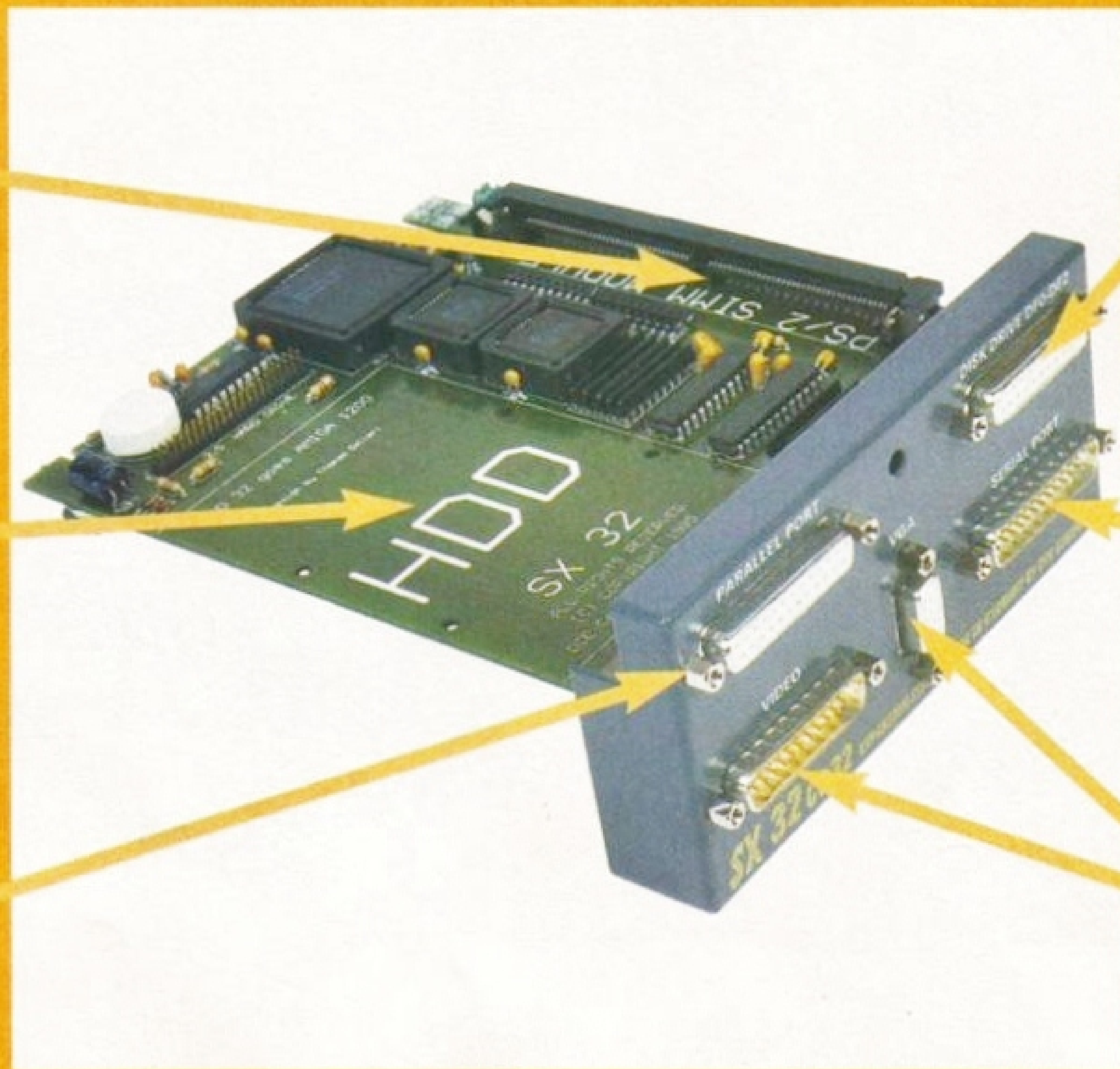
Continued overleaf ➡

SX-32 FEATURES

SIMM slot to accept a 1Mb, 2Mb, 4Mb or 8Mb expansion. It doesn't auto-configure, but you just have to set the jumpers manually.

The hard disk bay is simple to connect. It only takes a 2.5" disk, not a 3.5" and it needs to be a slim disk to fit.

Parallel port for a printer or a scanner.



Floppy port for up to four floppy drives daisy chained together.

Standard serial port for modems – which is much better than the PC type serial port included on the SX-1.

VGA monitor socket as well as an Amiga standard RGB video socket, giving the CD³² the ability to output to anything: SVGA, RF, SVHS, composite and RGB!

If you have a disk in the floppy drive, the machine will boot from that. Next up is the CD drive, which it will boot if there's no floppy present and then lastly the hard drive, should it find no disk or disc.

In practical terms this means you can still boot CD³² discs straight away without being aware of the SX-32 when using it for that, or you can go directly to Workbench on your hard disk. As it has to check all three devices, it does take slightly longer to boot than a standard A1200, but it's nothing to worry about.

Testing out the new machine with programs like *SysInfo* show that it considers it over twice as fast as the standard A1200 – don't forget that's with 4Mb fast RAM. The hard disk transfer is also fast – Eyetech claim 1.5Mb/sec with a fast drive.

For CD³² owners itching to expand then this is the answer, but there's more to consider than existing owners. The SX-32 offers all these extras in a compact unit that doesn't make the CD³² any more bulky.

In comparison to an A1200, it doesn't have the ability to upgrade the processor – you will always be stuck with the 020 (not that it's that slow); similarly you can add one hard disk and that's it – there's no way to link up SCSI devices for instance, but on the flip side you can add a memory SIMM directly, something which you can't do on the A1200.

OK, it's looking pretty good for multimedia and all that jazz, but people who had been wanting to upgrade their old Amiga to an A1200 and then balked at the rather steep price, should be leaping for joy.

With CD³²s being sold new for under £150 in some places and this unit going for under £200, you can have the equivalent of an A1200 with a built in CD drive that's automatically available on Workbench, for less than the cost of the A1200 pack.

Of course, you won't get the software pack, but Eyetech are promising that a Workbench 3 CD together with PD and Shareware programs will be shipped with the SX-32. There is a floppy hard drive installation disk that will partition and format the hard disk and copy Workbench from the CD.

With the right marketing, publicity and coverage, the SX-32 could mark a turning point in the CD³²'s, and even in the Amiga's, history.

What other platform can offer the power and expandability of a full computer with a built-in CD drive for under £350? None.

SX-32

Distributor
Eyetech 01642 713185

Price
SX-32 £199.95
Keyboard £34.95

System requirements
CD³²

Speed ●●●●
Offers overall speed advantages and works best with a fast hard drive.

Manual ●
You don't really need one, but the one I got was about fitting a hard drive into an A1200. Bizarre.

Accessibility ●●●●
It's as easy to fit as it could be with the constraints of the CD³²'s design. That doesn't mean it's hassle free.

Features ●●●●
More than the SX-1 in most areas, less in a couple. Better than an A1200 in one respect, not in another. What can I say?

Value ●●●●●
£200 seemed a lot at first, but then coupled with the price of the CD³², it's the cheapest Amiga ever.

"Eyetech should crack open the Champagne for a job well done. What the SX-1 should have been"

93%

Final Writer

Here's the Toolbar – it can be used to gain access to the program's many tools.

Text boxes can be created and re-sized quite simply. Text can be formatted quickly with style sheets.



Headings can still be created in *Final Writer Lite*, but more complicated text effects take longer as the program can't use its ARexx add-ons.

You can still load pictures into your documents. However *Final Writer Lite* can only load IFF images.

You can still obtain a copy of *AF* issue 82 with *Final Writer 4 Lite* on the Coverdisk. Turn to page 98 to order yours.

It's the battle of the mighty Amiga Word Pro's. Take a ringside

Forget Bruno and Tyson, Liverpool and Everton, Rocky and Apollo Creed, Coca Cola and Pepsi or even Captain Kirk and any Klingon unfortunate enough to cross his path – these rivalries are nothing compared with the bitter battle between Softwood's *Final Writer* and *Wordworth* from Digita.

For years these two products have been trading blows in their attempt to win the coveted accolade of "The Amiga's No 1 Word Processor".

FINAL WRITER 4 LITE

DISTRIBUTOR
Softwood Products
01773 521606

PRICE
£39.95

SYSTEM REQUIREMENTS
WB2.04 or better, 2Mb of RAM.

SPEED ●●●●
Even when performing demanding functions like navigating large documents it's still quick.

MANUAL ●●●●
Its big, its extensive, its well-written and helpful too.

ACCESSIBILITY ●●●●
A nice no-nonsense interface that's very functional.

FEATURES ●●●●
Unfortunately *FW* has suffered more than *WW5SE* in terms of cut-backs, but it's still impressive.

VALUE ●●●●
£40 for a fully-functioning and still pretty powerful Word Processor has got be good value.

"Although somewhat denuded, this is still a cracking package."

91%

It's been a see-saw battle with each program gaining and losing ground with new releases and features. Effectively these two products have managed to split the market straight down the middle. Separating those who prefer the power and flexibility of *Final Writer* from those who enjoy the intuitive interface and other innovative features of *Wordworth*. *Final Writer* is generally preferred by American Amiga-users, who are considered to be more serious-minded, and *Wordworth* has gained the most ground in the UK market.

In the most recent round of this bout, *Wordworth* has made a grab for *Final Writer*'s power-loving users by adding more powerful features to its arsenal. However the two versions on review are not intended to be feature-laden word processing behemoths, rather they are cut-down versions of their bigger brothers.

POWER HUNGRY

The full versions of both these products have become extremely resource-hungry and you really need a hard disk and a fair amount of memory to get the best out of them. Both *Final Writer Lite* and *Wordworth SE* (Special Edition) will run on a standard A1200 – although their performances would obviously be enhanced with the addition of some extra RAM and a hard disk. As well as running better on low spec machines an added advantage of these new versions is that people who don't need the power features of the programs don't have to pay for them.

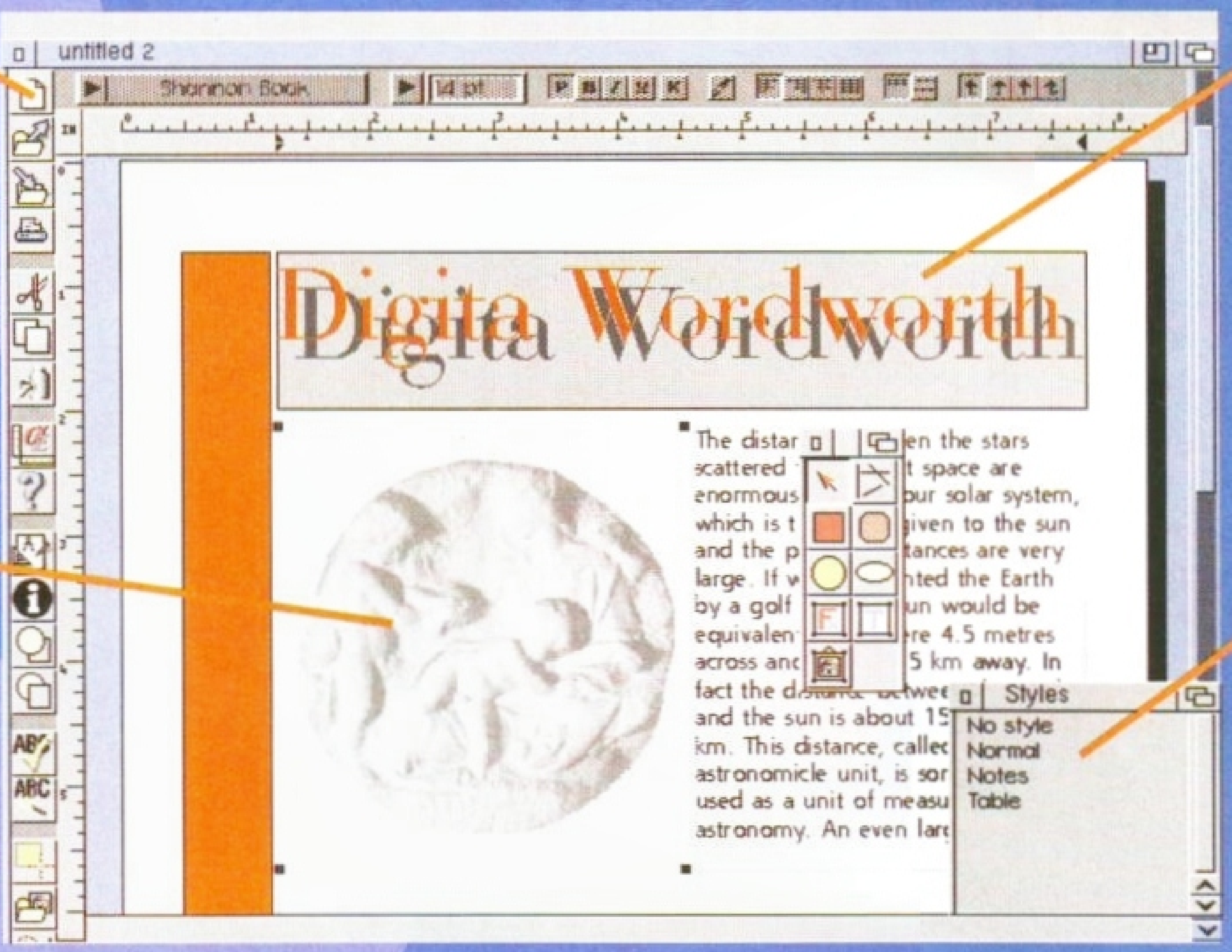
MANUAL LABOUR

Perhaps the most obvious difference in the two programs is their manuals. *Final Writer* has an amended version of its full manual, while *Wordworth* has a cut-down and almost entirely different manual. It seems that SoftWood have made a good marketing de – er, I mean given *FW Lite*-users the opportunity to view the features of the full version in case they should decide to upgrade.

The *WW5SE* manual is quite disappointing when compared with the full version – it doesn't really go into enough detail, especially as it is most likely to be beginners buying this version of the program. Nonetheless, both manuals are pretty good and *WWSE*'s is augmented by an on-line help system.

The interfaces of both programs are essentially the same as before, so I won't bore you by going into too much detail – have a look at the main images and their annotations for an explanation of how the programs operate. However, I will say this,

Wordworth



This is the Toolbar – you can access many of the program's commands and even customise it to meet your needs.

You'll be glad to hear that the *SE* version still has the full version of TextFX. This is a great way of creating attractive headings and more exotic effects.

As is the case with its big brother, *Wordworth 5SE* can load 24-bit images.

Wordworth's drag-and-drop Style Sheets are very hard to beat as a quick method of formatting text. You can even apply Style Sheets to sections of text selectively.

seat and let **Graeme Sandiford** guide you through the fight.

although I personally find *WWSE*'s interface more appealing *FW Lite* has a good no-nonsense feel to it.

Feature wise the most notable pruning is the stripping of both programs' ARexx interfaces. I'm not convinced that this is entirely beneficial to the user, as many ARexx tools can be implemented transparently – I suppose it's a pretty strong incentive to upgrade.

Both products have always prided themselves on their dictionaries and spelling tools and both still have them. However, *FW* has lost its edge in this department, as its grammar checker has been removed. *FWLite* also no longer has the ability to correct your spelling as you type while *WW5SE* still can. This is good news for *WW5SE* as this tool can also double as a handy abbreviation expander so that you can type shortened versions of commonly used words and have the program type them in full for you. Both programs have retained their almost identical thesauruses – or should that be thesauri?

MOVE WITH STYLE

Formatting text can often be a pain in the neck – trying to remember the font, its size, scaling and colour can consume a great deal of time and can often result in inconsistencies in style. Thankfully both programs have retained their versions of style sheets so you can create a style sheet and apply it to text quickly and easily. Another convenient feature is *FW*'s Sections. These can be used to mark portions of text as sections so that you can quickly move from one area to another and this feature is thankfully still here. However this is counterbalanced by *WWSE*'s superior Find-and-Replace tool.

MONEY MATTERS

When it comes to graphics both programs have enjoyed support for several different image file formats. Previously both were able to load several bitmap and vector based file types, but now *FWLite* is restricted to only loading IFF images. However this is not too much of a burden as you can quite easily convert images to IFF. Both programs are still capable of drawing shapes and lines with *FWLite* still having an advantage in this department.

However while *WW5SE* still has its TextFXs, *FWLite* is cut off from tools like Final Wrapper because of its missing ARexx port.

Economically the two products are again closely matched. *FWLite* is available for £39.95 or £19.95+P&P as an upgrade from issue 82's coverdisk. *WW5SE* has a standard price of £49.99 and a trade-in price of £39.99 from another word processor. However you can also upgrade to the full version for £29.99 – this is the same for *FWLite*, but a price is yet to be fixed.

It's a tough decision to make between these two products and, as with their big brothers, a lot comes down to personal preferences. However I did get the impression that *FWLite* has suffered more from the pruning shears of its programmers and I would probably go for *WW5SE* as it comes across as being more of a complete package.

WORDWORTH 5SE

DISTRIBUTOR
Digita
01395 2720273

PRICE
£49.99 (standard)
£39.99 (trade-in)

SYSTEM REQUIREMENTS
WB2.04 or better, 2Mb of RAM.

SPEED ●●●●
Silky-smooth even when displaying 24-bit images and quick at performing search and replaces.

MANUAL ●●●
A little on the slim side, but contains enough to get you started. Its a shame they couldn't have included a modified version of the full manual.

ACCESSIBILITY ●●●●●
The interface is a joy to use and quite flexible too.

FEATURES ●●●●
As this is supposed to be a cut-down version, there's still a surprising number features.

VALUE ●●●●
The full price is a little steep, but if you trade in your old program the price is a bit more reasonable.

"A surprisingly well-featured cut-down package"

93%

CD-ROM Round-up

3D GFX

■ PEE JAY ■ 0181 9853850 ■ £21.99



In a way this CD is a follow up to the well-received *3D Arena* published last year by Almathera. The organisation is pretty much identical and the contents are very similar. As with *3D Arena* the main contents of the disc are aimed at users of 3D graphics programs and you'll find plenty of objects, images, textures and even some demo versions of full programs.

The objects are saved in the following formats; *Imagine, Real 3D, Lightwave* and *POV*. As is often the case in any large collection, the quality of the objects varies a great deal. There is also considerable variation in the detail. There are more *Real 3D*-files than you might expect and the animations, which are provided in each format's directory, are among the best quality. As well as containing objects and animations the directories for each program also contain pictures and utilities.

The disc also contains several files and utilities that will be of interest to graphics-minded individuals, not to mention the demo images that show what programs like *Cinema 4D* and *TrueSpace* can do. Overall, this is another good solid collection of files, objects and utilities.



"There's nothing ground-breaking in this collection, but it is still great"

92%

WORKBENCH ADD-ON

■ PD SOFT ■ 01702 466933 ■ £24.99

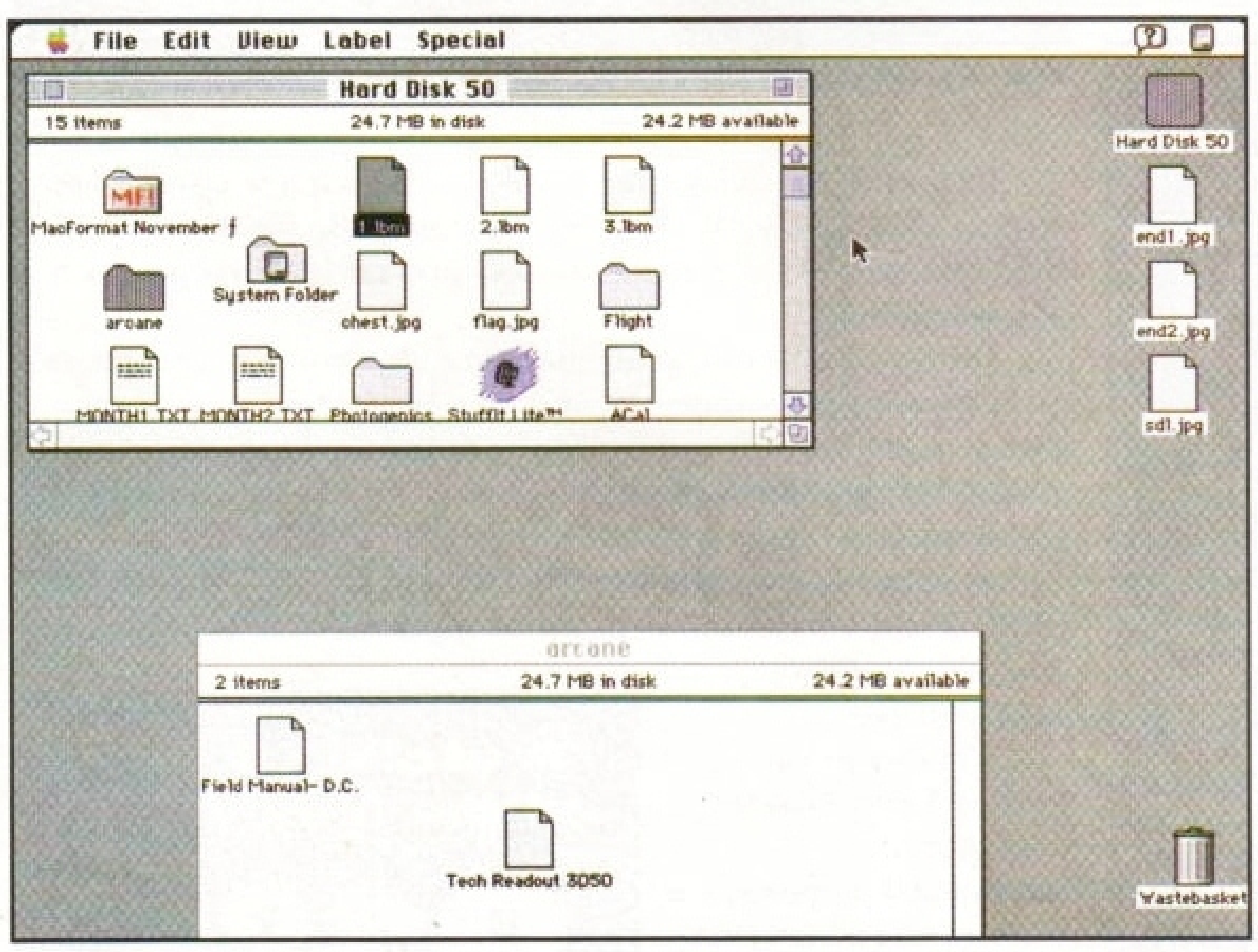
Workbench may be a great operating system, but it could still do with some modifications and improvements. This CD is designed to help people get more out of Workbench and their Amiga in general.

The disc is packed with loads of programs and files that should be of interest to most serious Amiga-users. There are music programs, modules, developer's tools, graphics utilities, fonts, emulators and more. All of the files and programs are uncompressed and can therefore be executed or made use of straight from the CD. An AmigaGuide file can be used to find out what's on the disc and it also provides information about the installation programs.

The contents are evenly balanced with something for everyone and as a bonus the CD contains all the files you need to run *MUI* and the *Newicons*.

"This is yet another good general purpose CD from Germany"

87%



The *Workbench Add-On* CD has plenty of useful files and programs, including emulators like the excellent Shape Shifter.



Continued overleaf ➡





SUPERAUTOS
■ PD SOFT ■ 01702 466933 ■ £4.99

I'm not a big car fan like my youngest sister, but I can certainly appreciate a beautiful piece of engineering when I see it. This CD-ROM contains nothing but the best examples of the application of technology in the automobile industry. It's simply a disc full of pictures of cars taken at auto shows.

This may sound like a rather uninspiring theme for a CD-ROM, but after looking at the images most car enthusiasts, and a few others beside, will agree that this collection of shiny and sleek cars is definitely worth the measly £5 that it costs. There are 114 images in all of just under 50 cars and these are saved in IFF, GIF, TIFF and PICT formats.

"If you like cars, you'll love this"

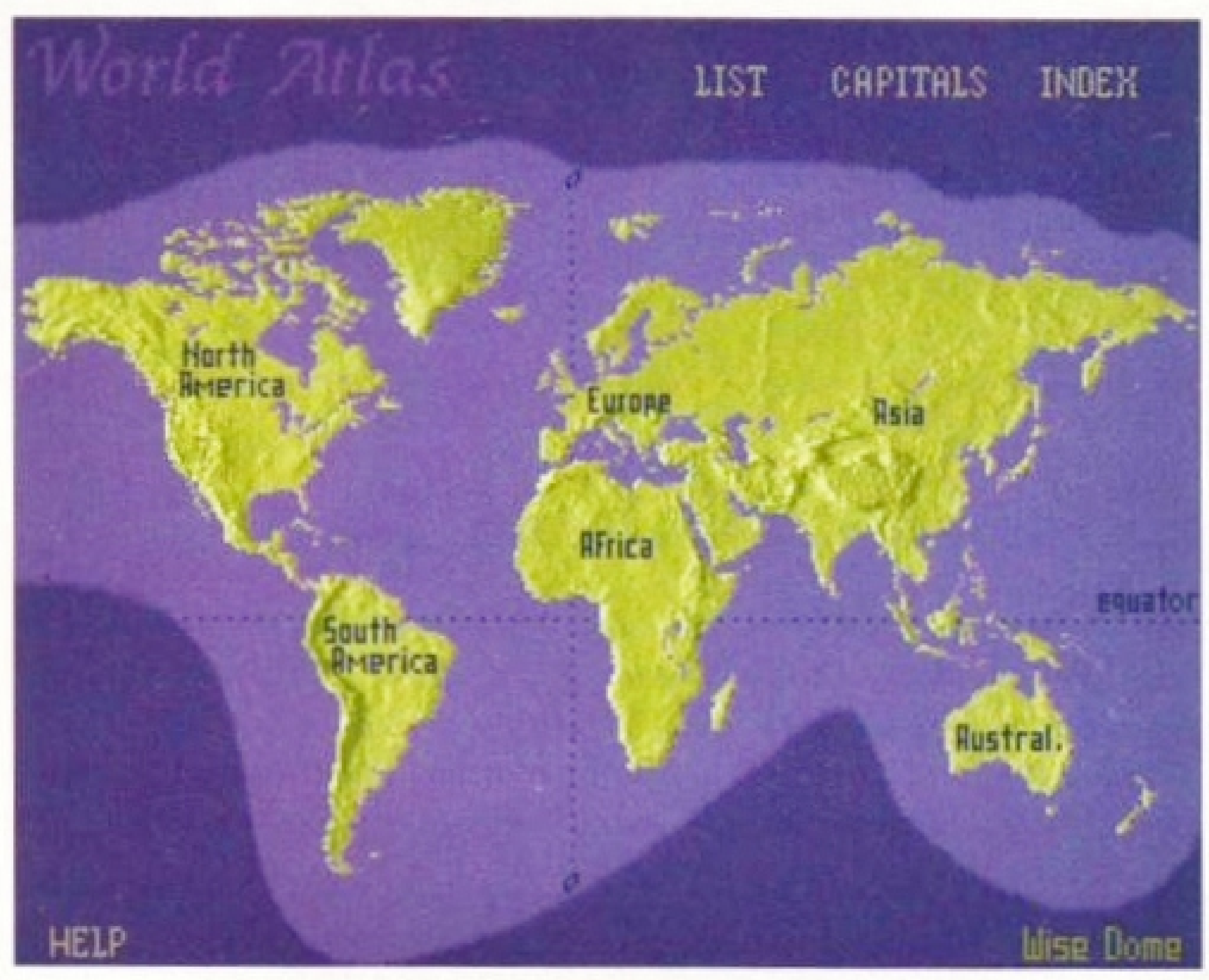
90%

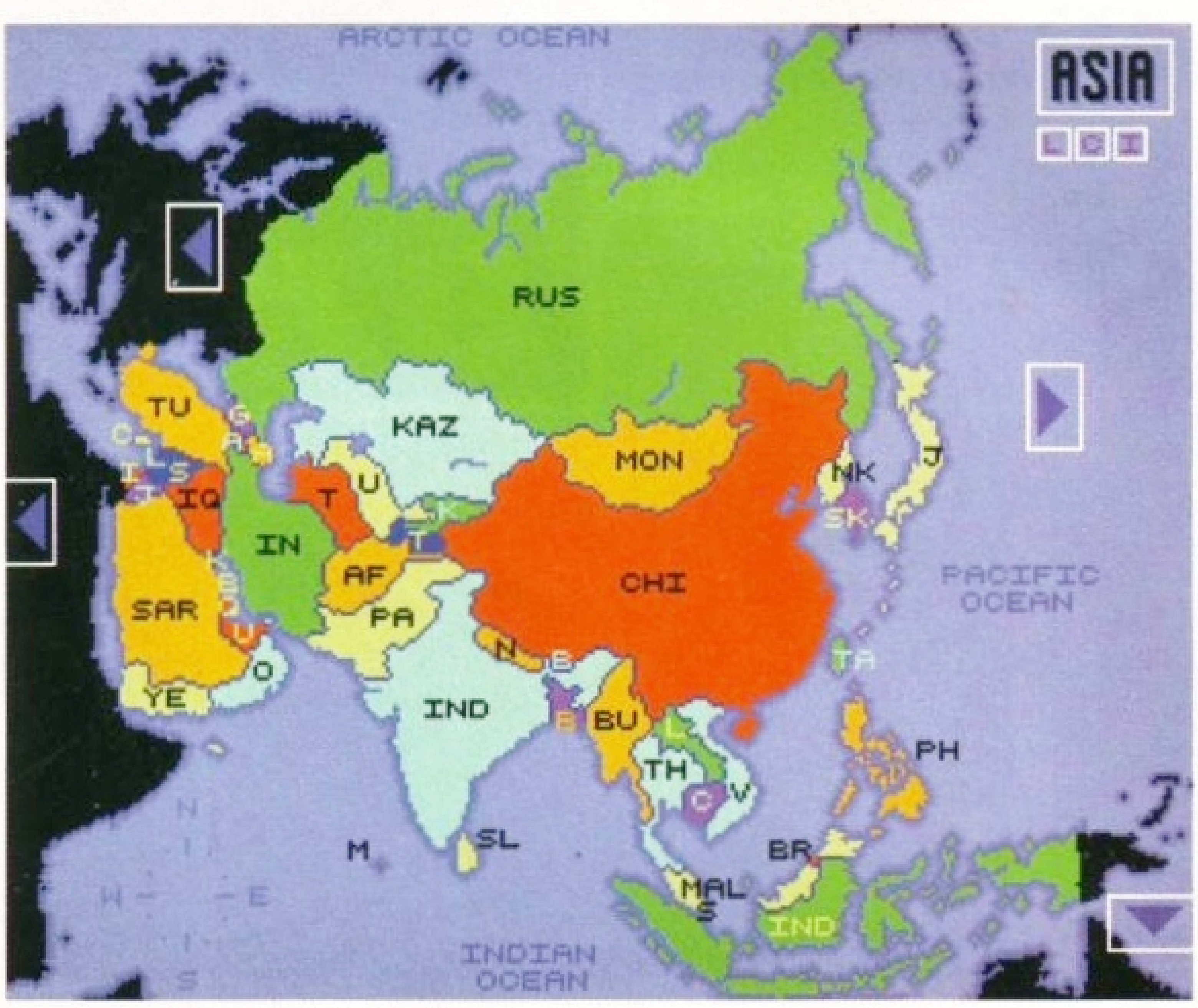
WORLD ATLAS
■ WISEDOME ■ 0171 7029823 ■ £29.99

The World is a big place, maybe not when compared with the rest of the Universe, but when compared with your house, city and even you it's enormous. That's why its nice to have a guide to our wonderful planet and its nations and continents. Rather than relying on musty old atlases that still have huge portions of its maps covered in pink, must people nowadays prefer the interactivity of a computer atlas.

World Atlas is just such a beast and is one of the first to exploit the A1200, A4000 and CD^{32}'s capabilities. The program was created with Optonica's excellent *MMexperience* authoring system and the maps that are used are generated from Mountain High Maps information obtained from satellites.

Unfortunately, despite the generally polished appearance of *World Atlas*, the interface is quite primitive and navigation can be a little tedious. For example while you are provided with a list of all the countries you cannot select the one you are interested in by simply clicking on it with your mouse pointer.





Instead you can only select the entry that is in the centre of the screen. The data for each country is a little sparse too and is delivered without the benefits of good formatting techniques such as sub-headings.

Right that's the whingeing out of the way. Now let's get onto the good part of this package. Not only does World Atlas provide you with geographical information, it also contains information about a country's population such as brief notes on its economy, history and culture.

Although I personally prefer the no-nonsense HTML interface of *World Info*, *World Atlas* will probably appeal to more people and it has much better map functions.

Whether you are looking for an Atlas for educational or recreational purposes, you can't do much better than opt for this well-presented program.

"A useful CD for all the family"

91%

Workbench

Life is full of mysteries and the Amiga is certainly no exception. Graeme Sandiford knows all about the quiet strength and willfulness of his favourite machine. So, send your queries to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

AMIGA & PC CD-ROMS

Before I initiate my enquiries, I would like to apologise for any naivety contained within this letter, having only recently discovered your marvellous publication.

At present my system includes an A600 Amiga with an Amitek 1Mb RAM trapdoor expansion and Workbench 2.05.

What additional equipment would I have to add to my present system to utilise the vast array of CD-ROM titles on the market? Please note that I am not only referring to Amiga titles but PC titles as well. As a hard drive will undoubtedly figure in the equation could I also be so bold as to ask your advice on which would best suit my needs, a 2.5 or a 3.5 system?

David Drummond
Glasgow

Actually reading the data stored on CD-ROMs requires, you guessed it, a CD-ROM drive. There are various ways to connect a drive, but first of all you will need a suitable interface. There are several on the market, and these include the Squirrel SCSI interface which attaches to the card slot (the PCMCIA interface on the side of the machine) and the Dataflier SCSI+ which fits internally. Both interfaces will present a standard SCSI port which is compatible with any SCSI externally housed CD-ROM drive. These will let you read Amiga and PC format disks.

However, you cannot execute PC programs – don't expect to be able to run PC games simply because you can read the disks. You would need an emulator to enable you to run PC software, and an A600 lacks the necessary speed and memory in order to do this sensibly.

You don't need a hard drive to use a CD-ROM, but it is an extremely useful addition in any event. Amiga A600s and A1200s were designed to use 2.5 inch drives, and although it is possible to fit a 3.5 mechanism into an A1200, it's quite tricky to use it with an A600. I would recommend you use a 2.5 inch device on this Amiga.

MONITOR MADNESS

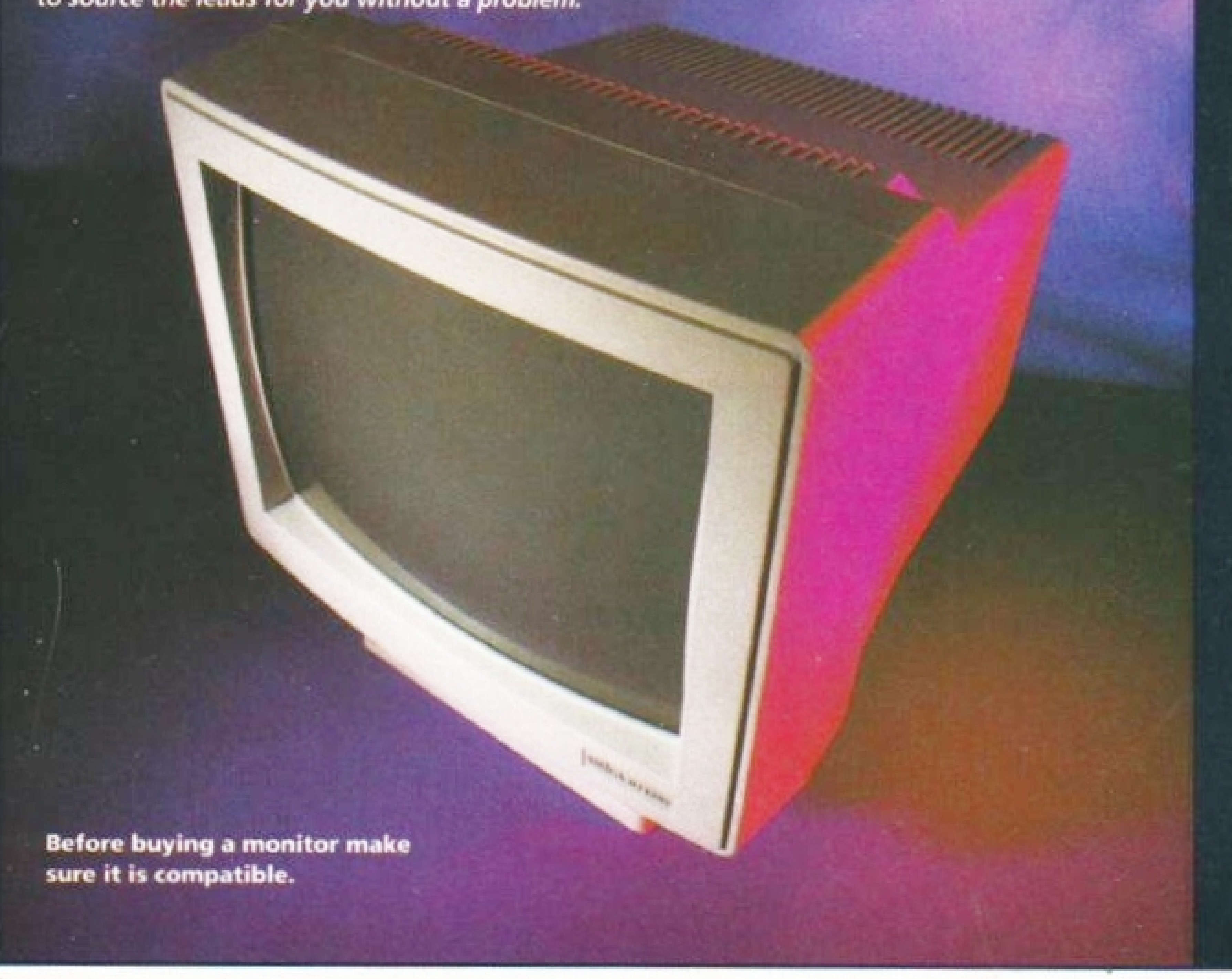
I own an A600 and I wish to connect it to a colour monitor. According to the Amiga handbook I need a 23-pin to 15-pin adaptor but I have tried without success to obtain one.

Could you please send me details of how I can obtain the necessary adaptor and also if the monitors listed below are compatible with the A600. The monitor types are :-
1.Olivetti DSP2814/C
2.Goldstar CV440M

Graham Clutton
Clwyd

You will need a 23-pin to 15-pin adaptor only if you wish to use a PC-style VGA or SVGA monitor. As an A600 is not compatible with these types of monitor, it is therefore unlikely you will need one.

If you are buying a monitor for your A600 you must make sure it is compatible with normal 15kHz video signals. If the monitor you want to buy can display video from a camcorder for example, given suitable leads of course, then it will be suitable for your A600. PC style monitors which operate at 31.5kHz will not work. Some PC monitors are 'multisync', but few will sync down as low as 15kHz. As for suitable leads, normally 15kHz monitors have a composite video connection or an RGB connection. In either case, any Amiga dealer will be able to source the leads for you without a problem.



Before buying a monitor make sure it is compatible.

UP THE SPOUT

I have two problems that everyone I have asked cannot solve. Even the shop I bought the computer from.

I have an Amiga A1200 with Kickstart 39.106 and Workbench 3.0, 2Mb chip RAM with no extra memory, 1 extra drive as DFI and no hard drive.

1) I think my printer is up the spout. I can print out anything I want as long as it is in printer fonts only. If I use Amiga fonts or graphics it goes halfway down the page and then prints a line. It then leaves about six lines and prints the next line.

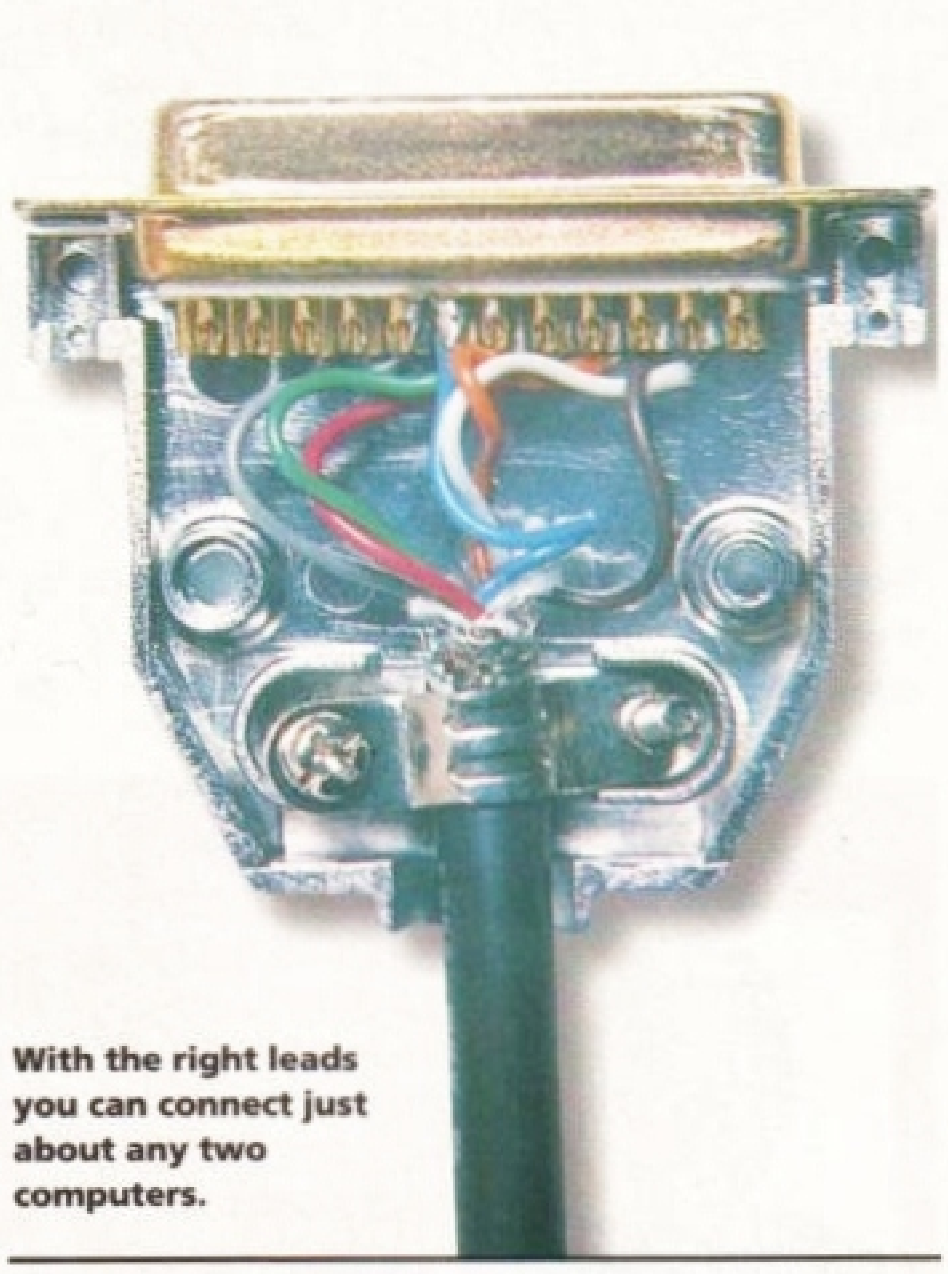
I have gone through the prefs in all my programs and in Workbench and set everything to minimum and I've also read the manual inside out but with no result. Have you any idea what the problem is?

2) My Dad has a 486/DX2 88MHz PC (spit-spit). Could I network my Dad's PC to my Amiga 1200 and use his memory and hard drive if I used a suitable program like *PC Task*?

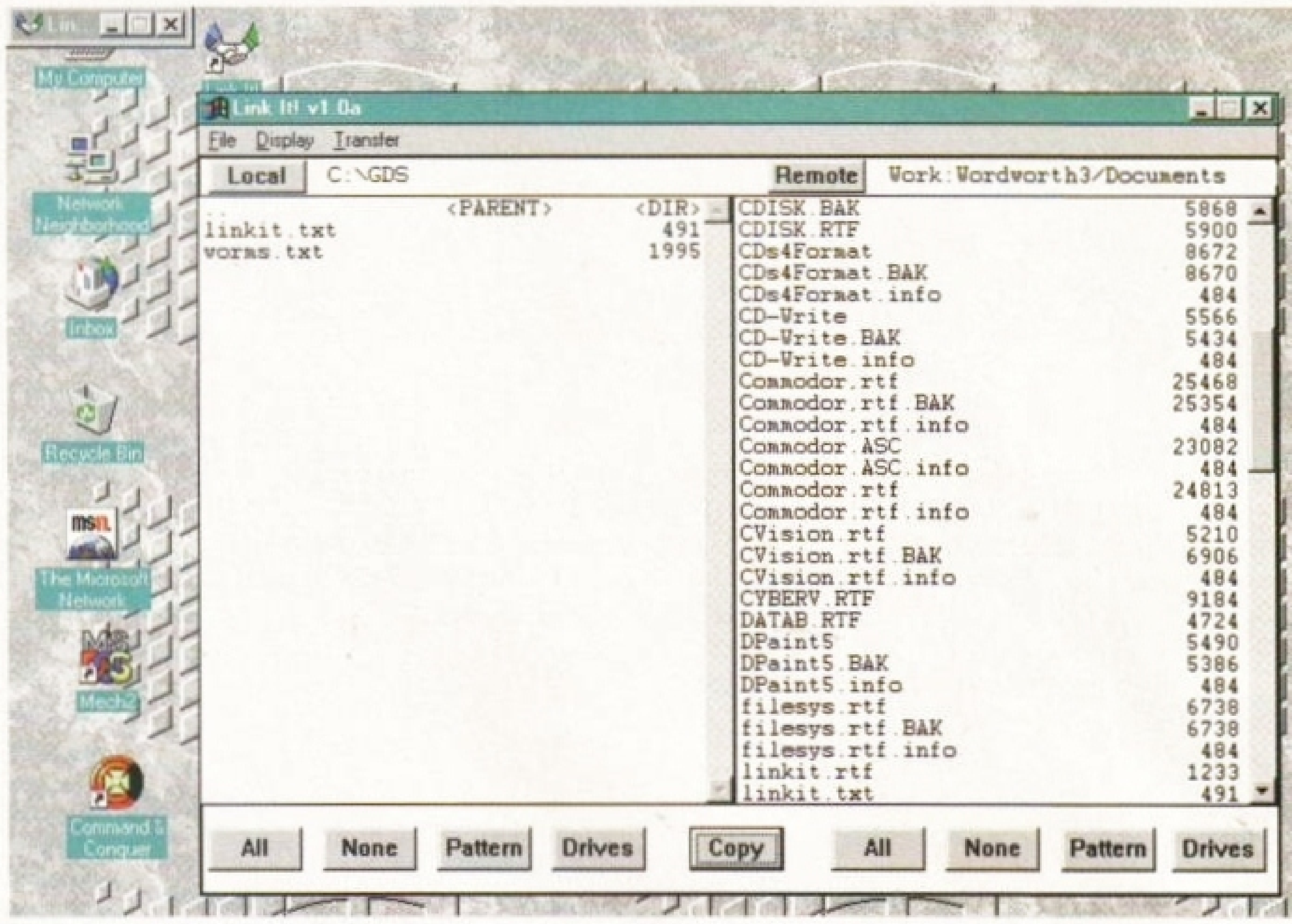
My Dad doesn't have a printer but I don't have any word processing programs that have any 'power'. If I want to write something out and print it I have to put it onto a 720K disk and transfer it through Cross-Dos and then print files. Most of the time it doesn't work and it's very tedious.

Carl Matthews
Bolton

1. Your Amiga is probably running out of memory. There are two ways around this problem: fit more RAM with a trapdoor expansion card or make the



With the right leads you can connect just about any two computers.



Link-It is just one solution that will enable you to copy files between the PC and the Amiga with ease.

most of what you have. Try running in a Lo-Res NTSC 2-colour Workbench and only loading and printing one page at a time. If that doesn't work then you definitely need more RAM.

2. You can't network to the extent of sharing memory, but you can make it easier to send files backwards and forwards. Ask your favourite public domain library for a program called TwinExpress *and then buy a NULL MODEM lead.*

Run the software on both the Amiga and the PC and you can copy files very easily indeed. In fact it is even easier than running terminal emulation software on each machine and using Zmodem, which is something else I would have suggested.

CHEAPER CDS

I own an A1200 with an internal 120Mb hard drive and one external disk drive.

1. I am thinking of buying a CD-ROM drive and was wondering if I could buy a cheaper PC drive and then buy the necessary cables to fit it to my A1200. I have seen a double speed IDE drive for under £60. If this could be done, why are companies charging prices over £180 if they can use the cheaper versions?

2. Where could I get the required cables and how much would they be? Where could I get the software to run the drive and how much will it cost?

3. Would it be cheaper and/or better to buy a PC drive?

Jonathan Licence
Essex

The price of PC CD-ROM drives is dramatically lower than the Amiga equivalents, but that is usually because the PC drives use the IDE standard whilst the Amiga drives use SCSI. The Amiga kit therefore includes the price of a SCSI interface. The good news is that it is now seemingly possible to connect IDE CD-ROM drives to Amigas and make direct use of their internal IDE interfaces.

You need special driver software called 'ATAPI' and you can find more details on the Aminet, where there is a demo version. It's a commercial product, and you should contact BlitterSoft (01908 261466) for details on the software and leads that you need.



Amiga owners will soon be able to gaze at beautiful scenes like this – without re-mortgaging their homes.

MOVING ABOUT

I have successfully installed Workbench 3.0 on my new 170 Mb hard disk (hopefully) on my A1200, which also has 2Mb of chip RAM and an external 3.5 drive DFI.

Having followed the instructions on the set-up disk the hard drive is partitioned into Workbench and Work. Installing *Pagesetter 3* was no difficulty as I used the program's installation. However, when I came to open Power Scanner – being apparently transferred to Work – when I clicked on the icon I got the message:

'Cannot open your tool Power Scanner'.

In order to test this I opened a new drawer named Power Scan and dragged the icon into the new drawer on the hard disk. I found that then it worked perfectly.

With other programs that have their own HD installation I get similar messages. Please tell me what is wrong with the software on the hard disk. Are there files missing on the software?

Bob James
Devon

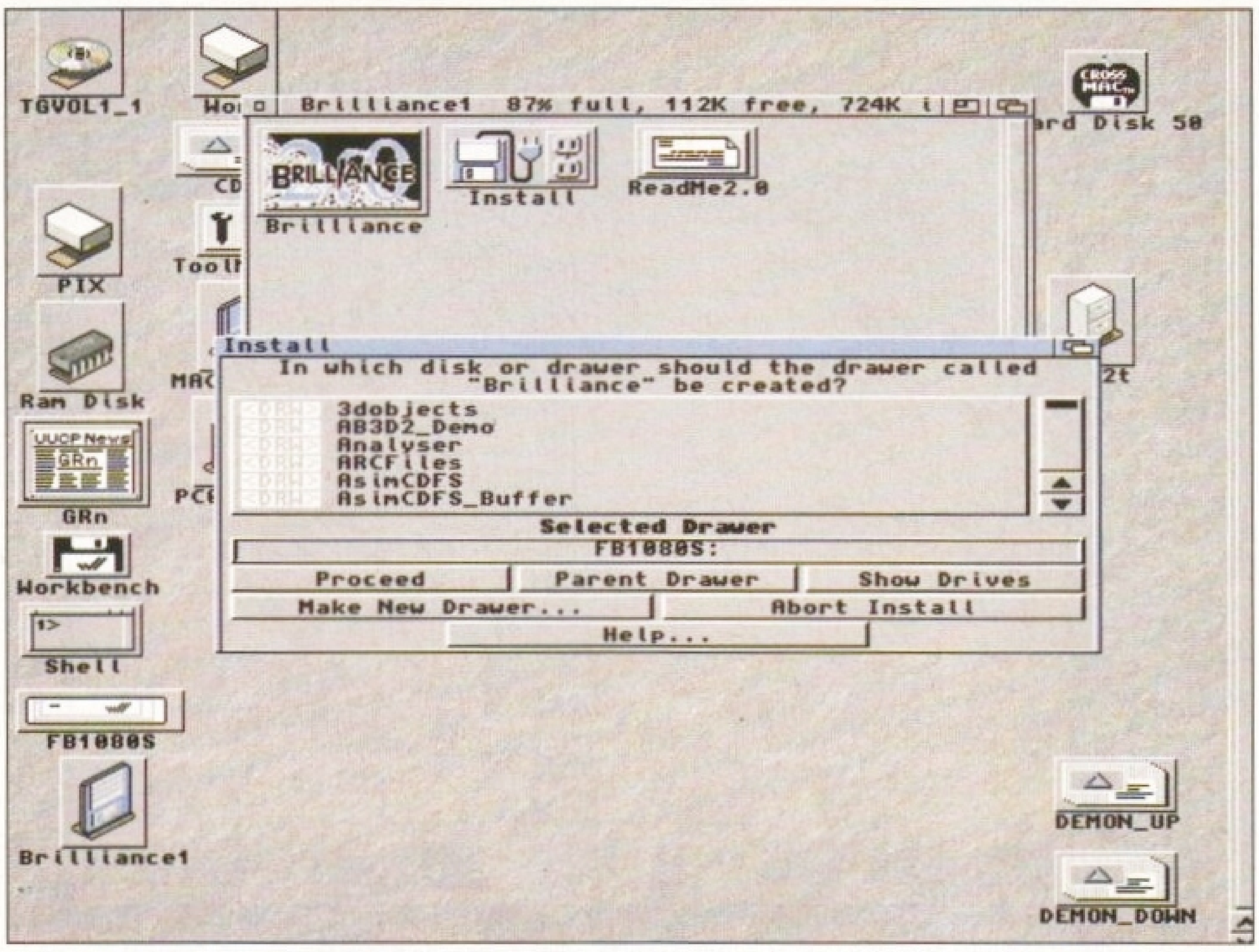
This illustrates perfectly a problem with the official Amiga Installer software. Unless the Installer script is designed with a little thought, it can lead to problems. The problem occurs when you run the Install routine and the program will ask where you want the software to go.

Normally you are offered a list of available devices which you can browse through until you find where you want the software to go. However, there is often a degree of confusion at this point: is the Install script going to create the drawer for you, or do you have to create it yourself?

For example, if you are installing the latest utility called 'SuperPlop', is the Install script going to create a drawer called 'SuperPlop' and put all the software in it automatically? Or do you need to create a drawer called 'SuperPlop' yourself? I guess it is this ambiguity which has caused your software to be mis-installed.

Sometimes the instructions state clearly that a drawer will be created, sometimes they don't. One thing you can do is use the option to 'pretend' to

Continued overleaf ➡



***Installer* is a neat program, but differences in the way some companies code their scripts can cause problems.**

install (select any setting other than novice at the start) and watch closely to see where the software is going. Otherwise be careful and keep in mind that there may not be a suitable drawer created automatically by the Installer.

VERSION NUMBERS

As a recent convert to the Amiga I am having some difficulty coming to terms with the Amiga operating system. I have an A1200 with 2Mb of RAM, no second drive, no hard drive, *Wordworth* and *Deluxe Paint*. My printer is a Panasonic KX- P 2135 24-pin colour.

1. Which version of Kickstart have I got? From the menu I get Kickstart version 39.106 and Workbench version 39.29. I know I have Workbench 3 because it says so on the front of the manual, but what do the figures indicate?
2. Having the Coverdisk from the March issue of your mag, *Final Writer 4 Lite*, I would like to know why I cannot get a printout from my printer? I would like to upgrade to the full version to take advantage of the half price offer, but I do not know if it would run on my system as the information states that 2Mb of free RAM is needed.
3. What exactly is free RAM?
4. Finally, in your Masterclass you state that *Final Writer* cannot use Bitmap fonts but will use Compugraphic fonts from Workbench, such as CG Times and CG Triumvirate. Where do I find them?

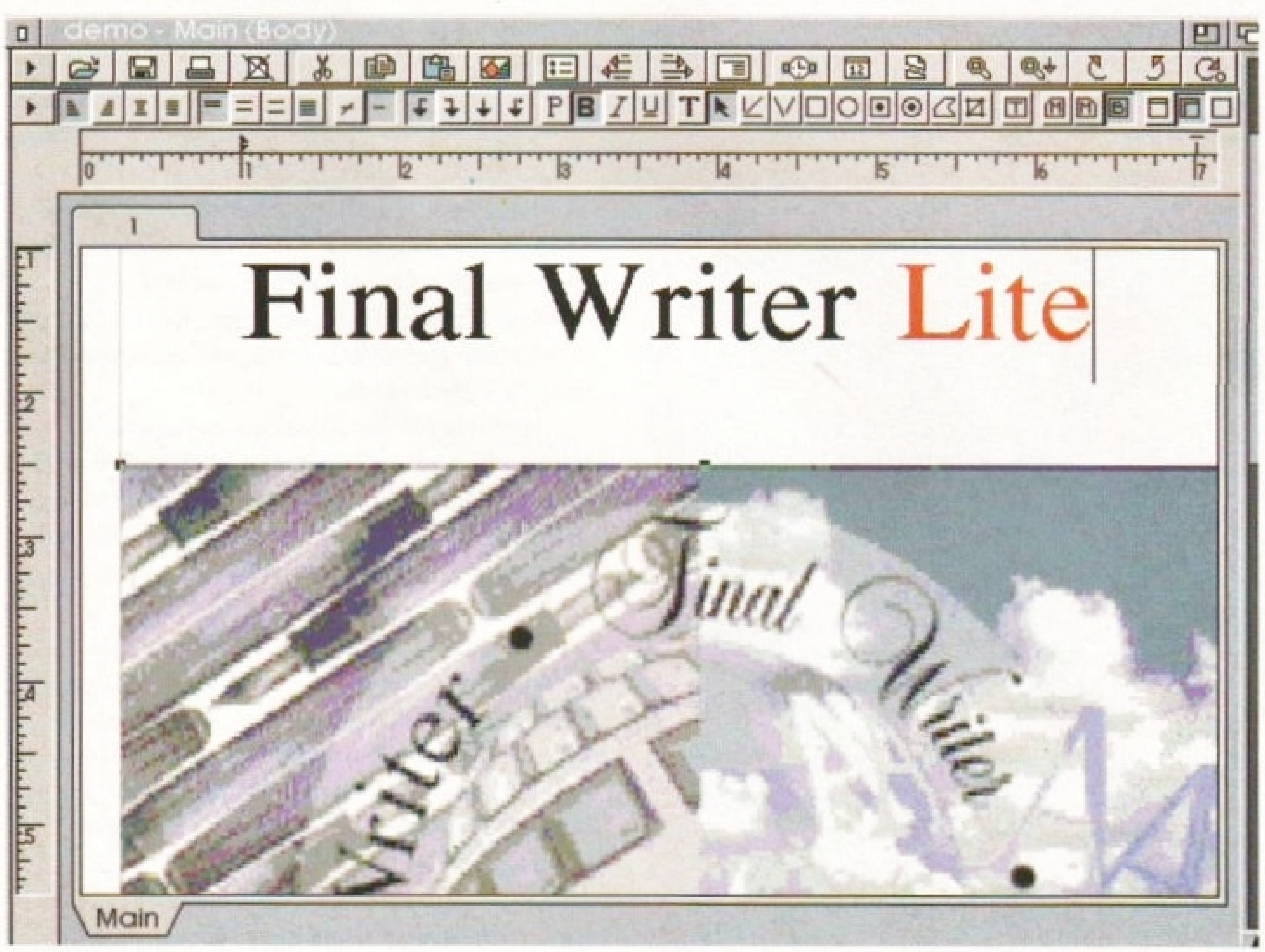
K. Royle
Oldham

1. You have version 39.106 of Kickstart. Often the version of Kickstart is referred to as that of Workbench, so you have version 3. There is an upgrade to Kickstart 3.1 available, and this will increase the numbers (the Workbench will go up to 40.xx for example).

2. It's a memory problem. Your A1200 doesn't have a lot of free memory after Workbench and Final Writer are loaded, so make sure you aren't wasting any. Keep the number of colours on-screen to a minimum and don't use too many graphics or large fonts.

3. Free RAM is memory which isn't currently in use. You can check the amount because it will appear at the top of the screen in the Workbench display.

4. The Compugraphic fonts were included with Workbench 2.04 and up – you already have them on your Fonts disk. See this month's Final Writer tutorial on page 100 for more info.



Don't waste your memory using loads of colours, lots of graphics or large fonts.

IF YOU HAVE A QUERY...



Graeme Sandiford

At *Amiga Format* we aim to answer as many questions as possible. Unlike some magazines, we don't just concentrate on our areas of expertise – we take on all your problems (as long as an Amiga is involved). Here are a few tips on sending in questions:

- **Be concise.**
- **Detail the actual problem as best as you can.**
- **Describe the events that caused the problem.**
- **Give full details of your equipment.**
- **Make sure your question is relevant and wouldn't be more easily solved by contacting the dealer from whom you bought the goods.**

Bear these points in mind and fill in, photocopy, or copy the form below as best you can.

Send your letters to Workbench, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Your Amiga:

○ A500 ○ A500 Plus ○ A600
○ A1000 ○ A1200 ○ A1500
○ A2000 ○ A3000 ○ A4000

Kickstart version:

○ 1.2 ○ 1.3 ○ 2.x ○ 3.x

Workbench revision:

○ 1.2 ○ 1.3 ○ 1.3.2
○ 2.04/2.05 ○ 2.1 ○ 3.0

Total memory fitted ____________

Chip memory available ____________

Extra drive #1 (3.5in/5.25in) as DF: manufacturer: ____________

Extra drive #2 (3.5in/5.25in) as DF: manufacturer: ____________

Hard disk: ____________ **Mb as DH** ____________

Manufacturer: ____________

Extra RAM fitted – type, size (Mb) and manufacturer: ____________

Details of other hardware: ____________



Amiga.net

Mail it with MIME

Want to send more than just plain ASCII text files on the Internet. Darren Irvine tells you how to use Multi-purpose Internet Mail Extensions.

"Let's Mime the Hard Bits" – Frank Zappa

Why have I introduced this months' Amiga.net with a partial quote from a renowned dead genius and abhorrer of brown shoes? Well, basically it's the only quote I could think of at short notice with the word "mime" in it – and that's what this months' article is partially about – MIME.

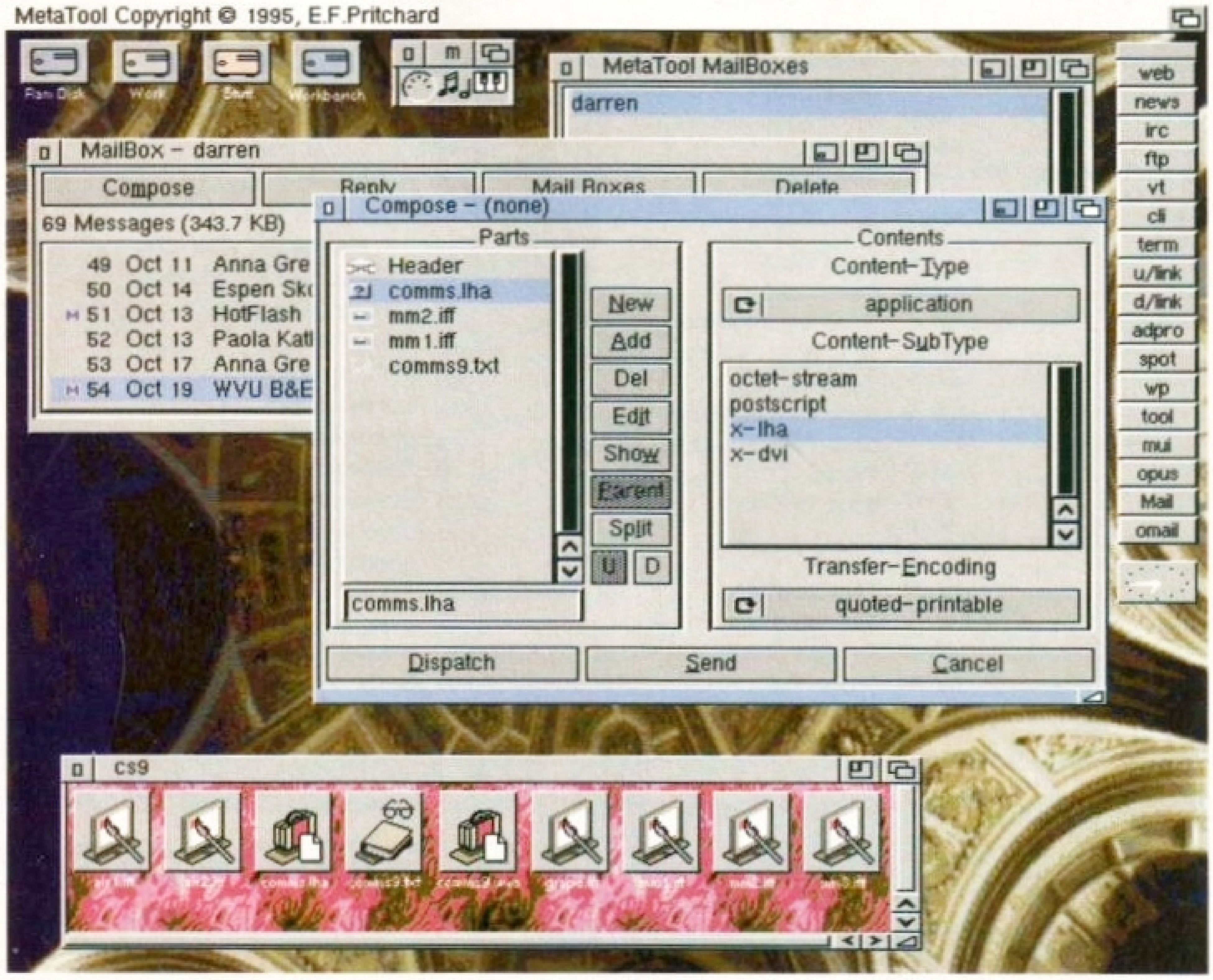
The primary use of email is the exchange of text in a person to person fashion similar to standard snail mail. But just as you might sometimes pop a photograph or maybe an audio cassette into an envelope with a letter, so email can be extended to cope with forms of data more advanced than ASCII text.

The biggest problem with doing this is that the whole Internet email exchange system was only ever designed to handle 7-bit data. Although this was perfectly adequate for ASCII text files, almost all other file formats like graphics, sound and executable programs contain 8-bit data. This is because the Internet only really got going in the early '70s and there wasn't much in the way of interesting graphics files to send then anyway. So, the first step in sending such a file is to "encode" the data in such a way that it can be entirely represented using 7-bit characters.

Perhaps the simplest and most widely used system for encoding data is a set of programs called *UUENCODE* and *UUDECODE*, versions of which are available for just about every computer platform currently in use, and of course the Amiga is no exception – see the boxout for details.

Although *UUENCODE/UUDECODE* is a fairly straightforward and easy to use system, it does for the most part require command line operation, and never feels terribly user friendly. A much more flexible system which is also more intuitive to use is called MIME or Multi-purpose Internet Mail Extensions.

MIME is an open-systems standard for the exchange of text and non-text email. A message encoded using MIME consists of a series of data objects known as "partials". Each of these "partials" contains a data header which identifies the type of data encoded. The actual data itself, known as the "body" of the partial



Composing a MIME message using *Metamail* is as simple as dragging the files that you want to send into the *Metamail* window.

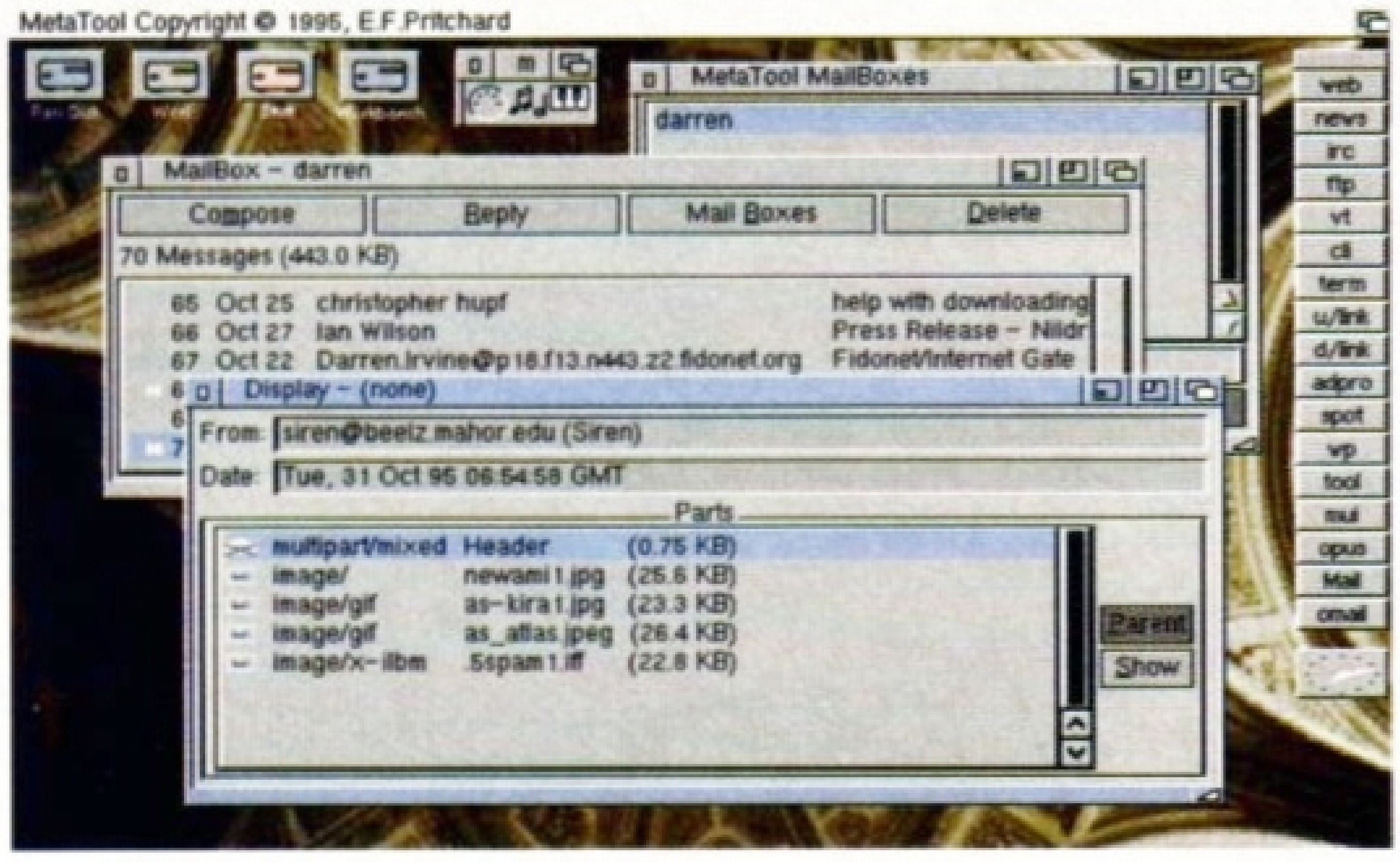
RUMOUR MILL

Last minute changes have turned into quite a major delay for the release of the Surfer pack. It seems unclear as to what the exact problem was, but the software had to undergo an extra thorough period of testing in Germany. Units are expected soon.

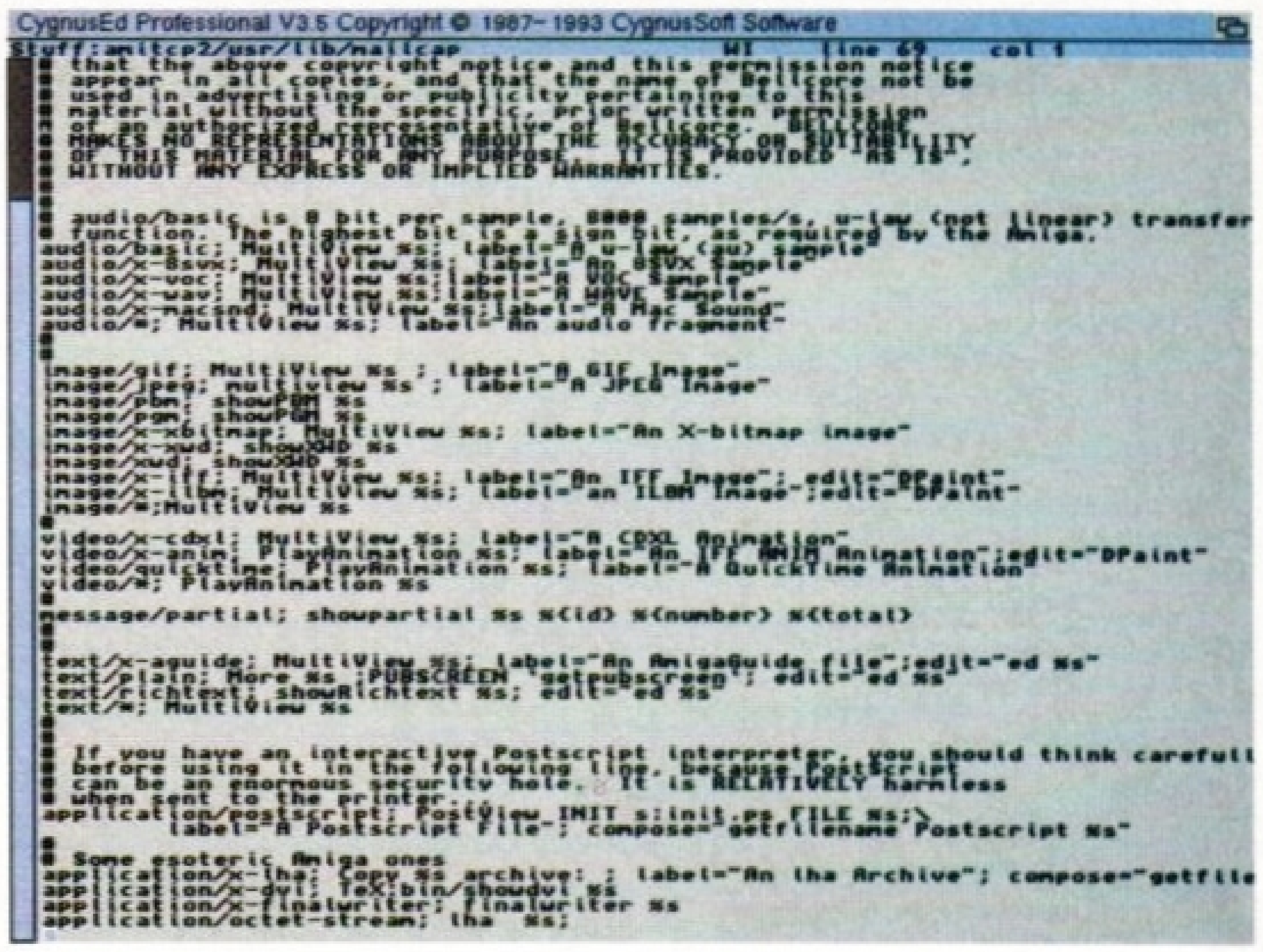
A number of other companies are also working on Internet connectivity bundles, the most interesting of which seems to be from Hisoft.

A bundle consisting of a Surf Squirrel and the *IBrowse* software, which Hisoft have recently acquired a license for, is one option, and the Rumour Mill has it on good authority that they will be offering a trial link-up with an Internet service provider as part of the package. A service provider that has heard of the Amiga? Now that is a little difficult to believe.

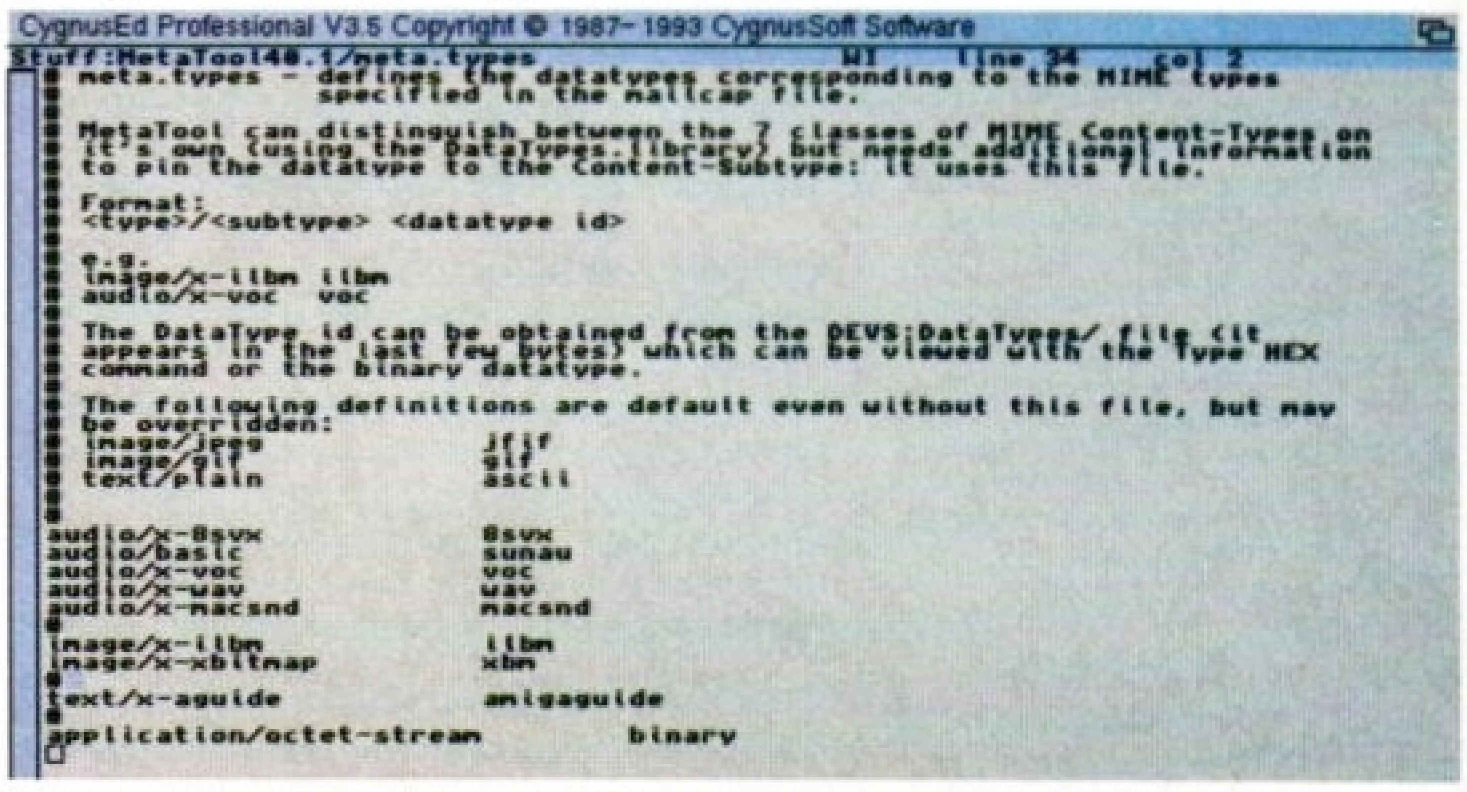
On the scandal front there have been plenty of interesting allegations as to the former piratical habits of a now slightly better known Amiga "establishment" figure. Cor, the things you read on Fidonet.



***MetaMail* handles MIME messages almost transparently.**



The Mailcap file contains the information needed to translate incoming MIME messages back into their original format.



The meta.types file is used by *Metamail* to automatically identify file types when composing a MIME mail message.

can either be encoded directly after the header, or "attached" to the original message. In this case it's referred to as an "external part".

On the Amiga, the only really useful implementation of MIME is the mail program *Metatool*. This program is an extension of a previous version of *Metatool*, which only handled the sending of MIME messages, and *Metamail* which only handled the display of incoming messages. If you are currently using a mailer such as Demon Internet's *Mail* or the latest version of *Elm* then you can add MIME functionality by using the older *Metamail* program to display incoming MIME messages.

Neither of these mailers can handle the composition of MIME messages however – if you insist on using *Elm* or *Demon Mail*, then you'll need to get hold of the older versions of *Metatool* and *Metamail*. All of these systems are available from any of the usual Aminet mirrors.

Metatool functions in a similar way to most implementations of MIME on other platforms. The crux of the way in which incoming MIME messages are handled is a file called "Mailcap" which is basically a look up table containing a list of all the possible MIME partial types that your system has been set up to handle. Against each partial type is the command needed to actually display or interpret the data. For instance, the line in "Mailcap" which handles GIF data would probably look like this:
image/gif; MultiView %s; label= "A GIF Image"

This line instructs *MetaTool* to invoke the standard display program *Multiview* when a GIF image is encountered. Although the standard types included cover the more usual data types such as GIF and JPEG for images, and IFFs and SVXs for audio files, it is possible to define your own data types and have them invoke whatever programs you like.

The file which handles the types of outgoing MIME partials that you can send is called "meta.types" and again is a look up table. This time it works in reverse, and when you attempt to add a certain file to a message in *MetaTool*, this file is used to identify the type of data contained in it. Thus the line:
image/jpeg jfif jpg jpeg j
tells *MetaTool* that files ending in any of the extensions "jfif", "jpg", "jpeg" or "j" are to be encoded as JPEG partials. Adding a new datatype is as simple as editing this file and adding a new line, and I have added MIME partial types for *AmigaGuide*, *FinalWriter* and *Music-X 2.0*.

Remember however that the person to whom you are sending the message must have equivalents of any new data types that you add in their "mailcap" file, or their MIME system won't know how to interpret the message.

Actually using *MetaTool* to send a MIME message couldn't be simpler, as it operates on a drag and drop principle. You still have to use the keyboard to enter mundane data like who the message is for, but then you simply drag the partials onto the *MetaTool* window. The meta.types file is used to identify the types of data being added, but you can override the automatically identified data type. Alternatively, you can use a standard file requestor to select which files that you wish to include in your MIME encoded message.

So, if you've only been using email to send boring old text messages you know you've been missing out.

If you want to contact me about MIME or any other aspect of Amiga comms, I can be reached on both the Internet and FidoNet at:
darren@plasma.thegap.com or:
fido 2:443/13.18

BASIC ENCODING

If you don't fancy getting to grips with MIME, or if you're mailer can't handle it – you can still send files other than plain ASCII text via email by using a system called UUENCODE/UUDECODE. There are a number of implementations of this system, and you should quite easily be able to find one on an Amiga specific BBS or from any of the Aminet mirrors on the Internet itself.

UUENCODE/UUDECODE has it's roots in the Unix operating system, and the syntax used by most of the implementations reflects this. Suppose you have a graphics file that you want to UUENCODE called "picture.gif", then the general format of the command to encode this would be:

UUENCODE > PICTURE.UUE PICTURE.GIF PICTURE.GIF. The first part of this tells UUENCODE to direct its output to the file "PICTURE.UUE". This ".UUE" extension is only a pseudo-standard and you can ignore it if you want to. the parameter "PICTURE.GIF" is included twice – first to actually specify the name of the file to be encoded and secondly to specify what the file will be called once it is decoded again. You can specify a different unencoded name if you want.

To actually send this picture, simply include it in the body of an email message as if it was part of the text message itself – UUENCODED files are of course plain 7-bit text files and any text editor should be able to import them. Next, simply send the email message as normal. When it gets to it's recipient (or if someone has sent you a UUENCODEd file), the format of the decode command would be:

UUDECODE filename

This will take the 7-bit information encoded as text in the email message and reconstruct the original file in the correct format.

JARGON

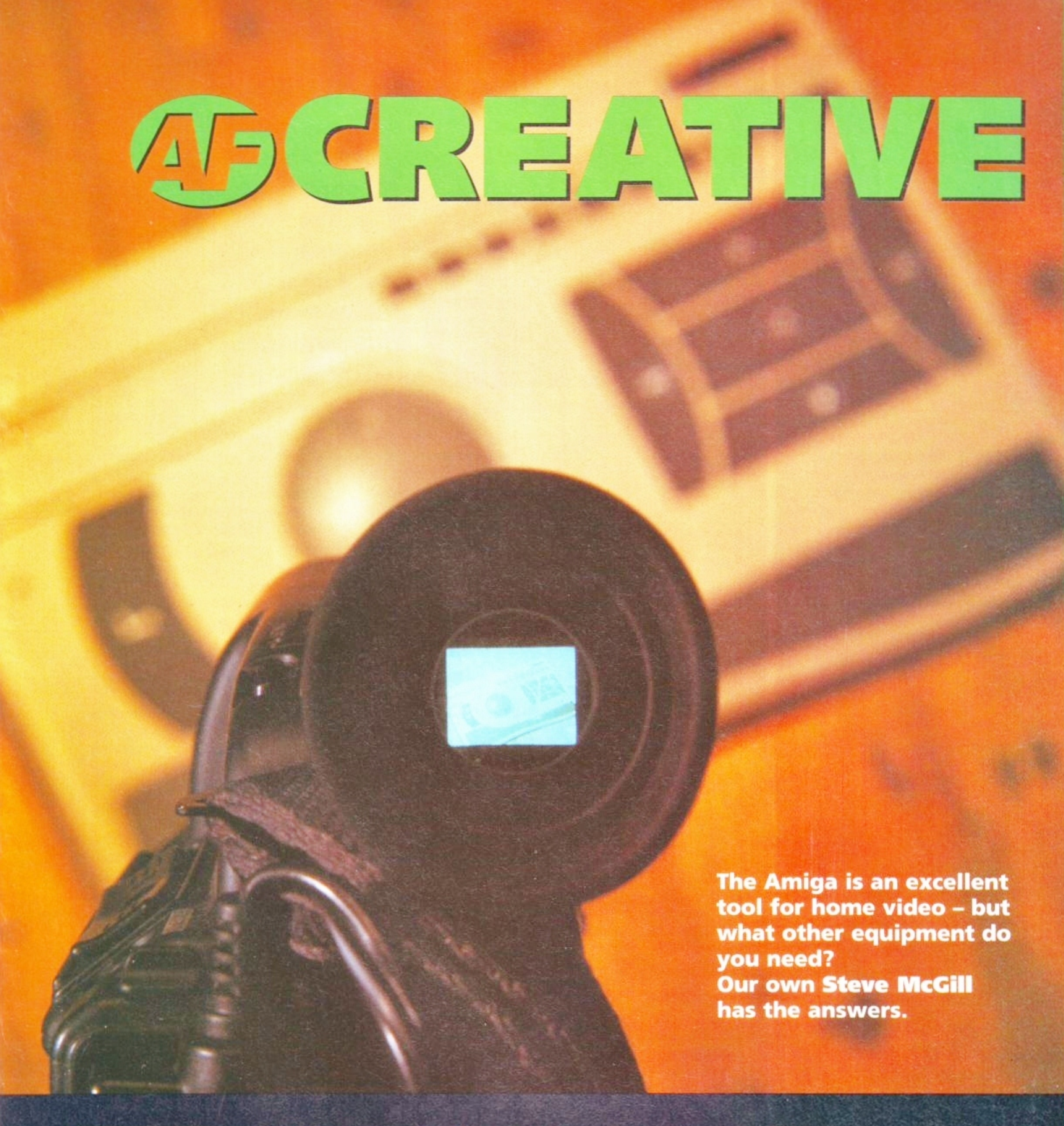
HEADER – The information at the start of a mail message relating to the sender, recipient and subject matter – the "From:", "To:", and "Subject:" fields. Also the line of a MIME message describing the contents of a given part.

BODY – The part of a message after the header. In MIME the body refers to the actual data in a given part, after it's own header.

PARTIAL – A piece of a MIME message containing a particular data type.

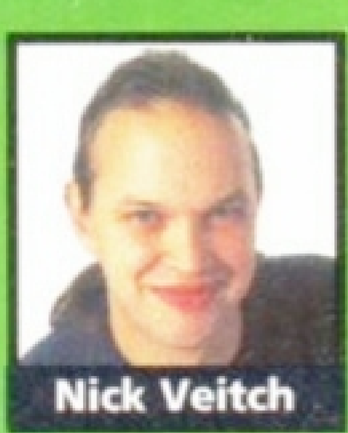
MUA – Mail User Agent. This is just a TLA to describe the actual mail program that you are running on your machine.

AF CREATIVE



The Amiga is an excellent tool for home video – but what other equipment do you need? Our own Steve McGill has the answers.

AMIGA FORMAT A NEW BEGINNING


Nick Veitch

More and more people have been asking us for advice on how to get the most out of their Coverdisk software, or just for more detailed advice on specific areas of the Amiga.

Although we have obviously been running tutorial features since the very first issue, I thought it was time to legitimise these as part of a section in their own right. Hopefully you will find something new and exciting every month, and we will also be showcasing *your* work in future issues. So why not give *Sensi* a rest for a few hours and do something new, something interesting – something creative...

TUTORIALS

92 DESKTOP VIDEO
The third in our series of features looking at DTV. *Steve McGill* has some handy tips on how to set up a system on a tight budget.

100 FINAL WRITER MASTERCLASS
Nick Veitch leads the Masterclass and guides you through this mighty word pro. This month it's all about graphics.

102 REAL 3D
Create your own objects and now make them move. We've already looked at simple animation. This month *John Kennedy* shows you how to make your objects follow more complex paths and how to move the Camera.

105 BLITZ BASIC TUTORIAL
Blitz Basic is a powerful tool. *John Kennedy* guides you through it in this set of tutorials. This month he tells you all about IDCMP codes and shows you how to add pull-down menus to your own programs.



Want to get into DTV but don't think you're budget can hold up to it. Here's Steve MGill with some prudent advice.

There are three primary considerations to be taken into account when considering an Amiga based Desktop Video setup. The overriding consideration is that of budget. For budget, more than any other factor, will ultimately decide what you can and cannot do with the equipment to hand.

The second consideration has to be why you want to get into Desktop Video in the first place. What do you intend doing; making money, showing off to your friends, entering the lucrative market for training videos? Know your reasons. It gives you more of a focus.

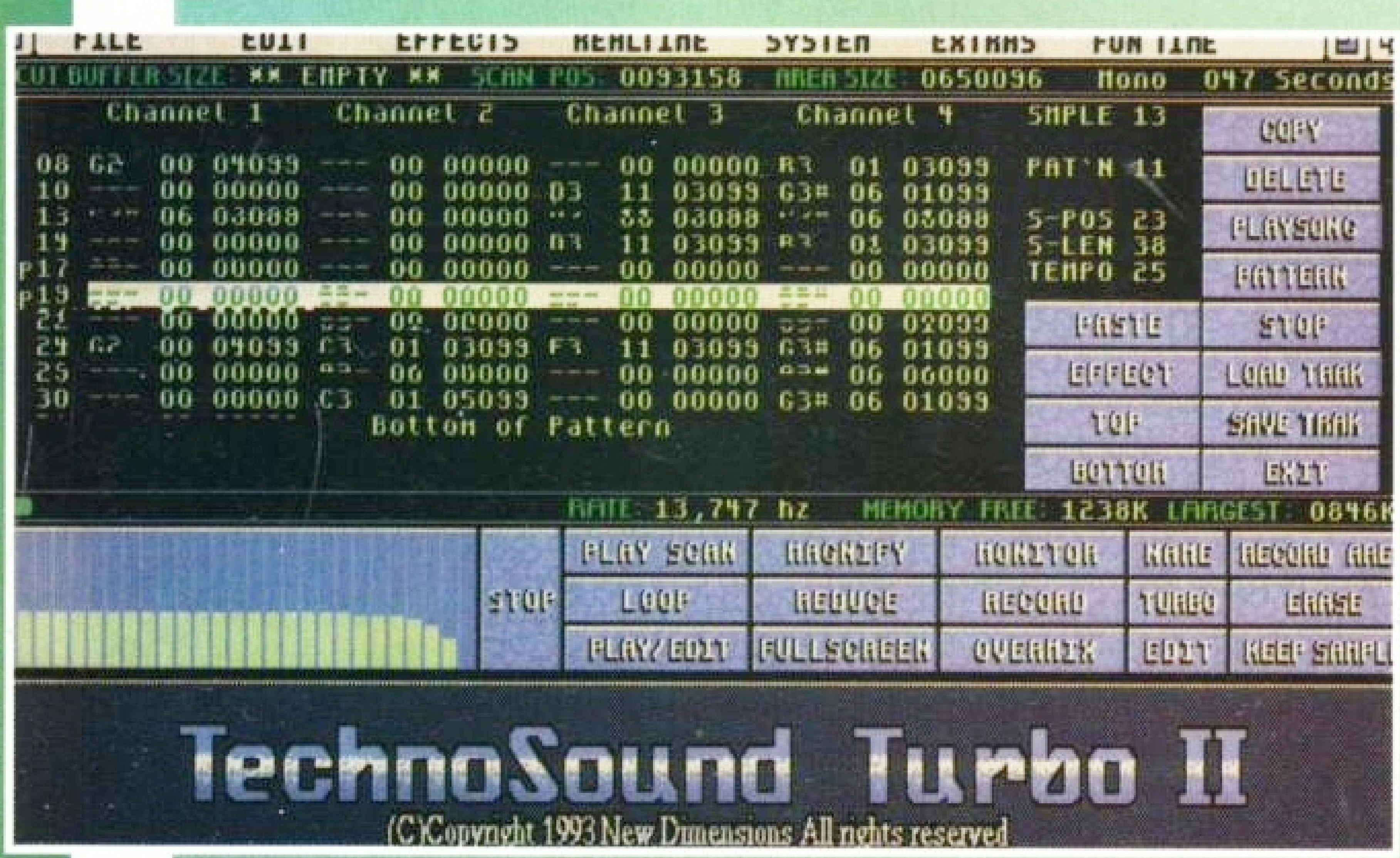
Whatever the reason, you must have a firm idea of what you intend to achieve. No matter what equipment you own, all it can do is enhance and simplify the ideas you already have. Experimenting with equipment can spawn new ideas and help in the creative process. But there's no point in investing in a £1000 genlock when all you're going to be doing is overlaying titles on your favourite Chart Show compilation tape.

BASIC SOUND FX SET UP

While the four channel, eight bit Paula sound chip may seem a bit old in the tooth these days, the Amiga can still be very useful for adding sound FX and short musical rifts. The minimal equipment needed for this is a sound sampler and software, a 1Mb Amiga and a music player such as *ProTracker* or *OctaMed*. There are literally scores of copyright free musical scores in the Public Domain. With a sampler and reasonable sampling software the potential exists to synchronise sound and visuals, easily and cheaply.



A sampling package with a time line is perfect for synchronising sound FX with video visuals. (This software was included in *AF* issue 73 and it's still available from Back Issues - see page 98)



As well as being able to cut and paste various sounds from other sources they can be merged and have special FX added to them.

BUILDING BLOCKS

The third consideration regards an appraisal of your abilities and highlighting your strengths, weaknesses and preferences. We've put together some boxes regarding some basic set ups. It's worth taking a look and deciding where your particular area of interest lies and building from there using that particular angle.

The real strength of Amiga DTV lies in the flexibility and integration of hardware with software. For example, say you decided that you wanted to put together a basic assembly editing set up. After a few months you might decide that the addition of a genlock could help in the presentation of your edited videos. It would only be a matter of adding a genlock to the present system to gain access to professional looking titles and special FX.

The openness of the DTV ethic means that as and when they can be

BASIC ASSEMBLY EDITING SET UP

The minimum equipment needed to fulfil this set up is; a camcorder or video player with an edit terminal (LANC or Panasonic 5/11 pin), a video recorder with an edit terminal or Infra Red remote control. An Edit controller such as the Hama A-Cut or KRP Edit Plug. Any Amiga (preferably one with Workbench 2 or above and at least 1Mb of memory).

A system such as this provides the basics needed to teach yourself the language and vocabulary of video editing.

afforded, new software and hardware can be added to and integrated with the existing configuration.

In a later edition of DTV, we'll show you how to use a genlock and a sound sampler to synchronise sound FX such as footsteps and banging doors to a video sequence. It's an easy enough trick to execute and it produces surprisingly effective results.

Anyone whose ever used their Amiga in any manner connected to video quickly realises just how flexible and cost effective a well balanced set up can be.

SMALL BEGINNINGS

I first started out with a genlock (RogcGen Plus), *Deluxe Paint IV*, a Rombo Vidi-Amiga digitiser with RGB splitter, a 1Mb A500, a Tandy Realistic four channel sound mixer, a second hand rebadged Ferguson stereo video deck and a Sanyo infra red remote control Hi-8 camcorder.

The camcorder didn't have an edit terminal, so I never bothered with an edit controller. This meant being reduced to 'punch and crunch' editing. Considering that the only notable amounts of money I made for a while was from videoing kids parties, editing accuracy didn't matter too much – just making sure the pictures changed every five to ten seconds was enough to maintain viewer interest.

Personalised titles, as you will find if you follow a similar path, are worth their weight in gold. Mums, dads, aunts, uncles, brothers, sisters, grans, grandpas, if they feature in the video, should have their name genlocked onto the video when they first appear. That way, they talk about you and your name gets passed around. It works a treat.

When you're ready to step up a gear, you'll need a good video editing deck with features such as audio dub, insert edit, Hi-Fi Stereo, timecode capability, and jog shuttle's.

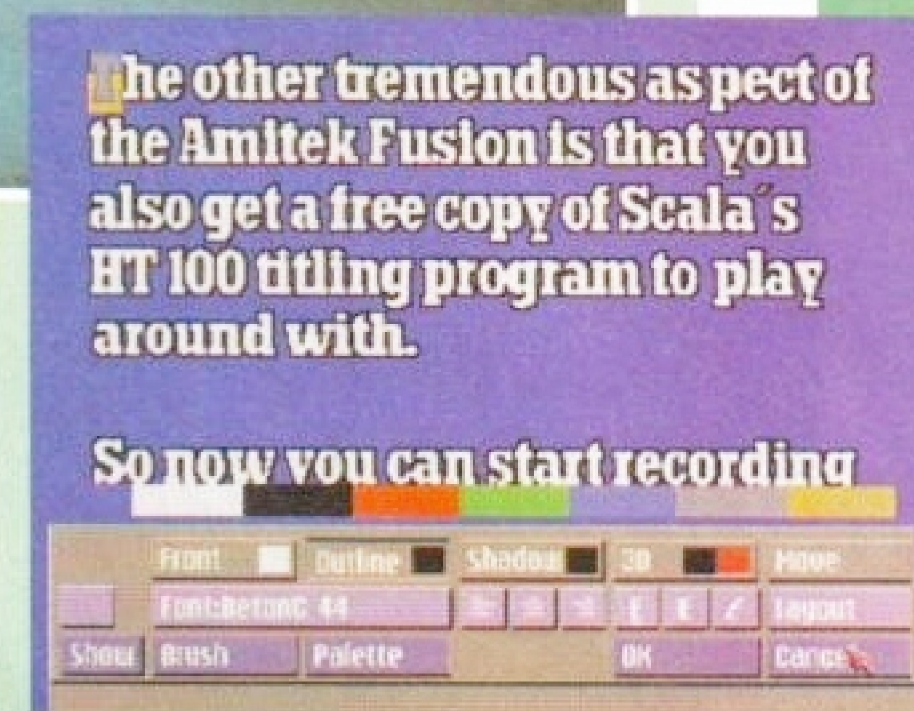
We'll be taking a look at some top decks next month. So keep your ear to the ground for video bargains and tune in here next month.



A genlock with manual fading and manual mode switches should be the absolute minimum you settle for.

BASIC TITLING SET UP

The minimum equipment needed to start putting all those whizzy graphics and titles you've been creating to use is; a video recorder, an Amiga, and a genlock. This used to be the system that Amiga mags stated was all you needed to get into desktop video. Features to look for on the genlock are Hi-Band video capability, background and foreground faders, external remote control, ARexx support, and video pass-thru.



Titles and captions genlocked over a video can enhance any presentation, commercial or personal.



Once you've mastered the basic principles of video, a studio like this should hold no fear.

SETTING THE BUDGET

In order to give you an idea about how much you can expect to pay for a system, here are the typical RRP's of some of the more useful equipment on the market. Bare in mind that there are several useful bargains to be had in the second hand market.

Camcorders

All camcorders and video decks listed here include an edit terminal allowing direct connection to an Amiga edit controller.

Hi-8 - Canon UC8-Hi £900
Hi-8 - Sony CCD-TR750 £1000
Hi-8 - Canon EX2-Hi £2700
Hi-8 - Sony CCD-TR3000 £1600
S-VHS-C - Panasonic NVS-70 £800
S-VHS-C - Panasonic NVS-88 £1200
S-VHS - Panasonic MS4 £1700
8mm - Canon UC-200 £650
8mm - Sony CCD TR-485 £800
8mm - Sanyo VM-EX370 £650
VHS-C - Panasonic NV-A3 £600
VHS-C - Panasonic NV-R11 £650
VHS-C - Panasonic NV-R33 £750

Edit Controllers

KRP Edit Plug £125 (three machine version)
KRP Edit Plug £150 (four machine version)
Hama A-Cut £189 -
Two machine basic assemble editing controller with jog shuttle.
Video Pilot £1000 -
Four machine controller with extensive timecode facilities.
Edit Mate - £169
Strange hybrid package. No longer available.

Video Decks

Much like all the camcorders listed above, all of these video decks have an edit terminal making them ideal for use as a source deck of a recording deck.

8mm - Sony EC-C45 £399
8mm - Sony EV-C3 £250
Hi-8 - Sony EV-S9000 £1600
Hi-8 - Sony EV-C500 £650
VHS - Panasonic HD700 £799
S-VHS - Panasonic NV-HS1000 £1100

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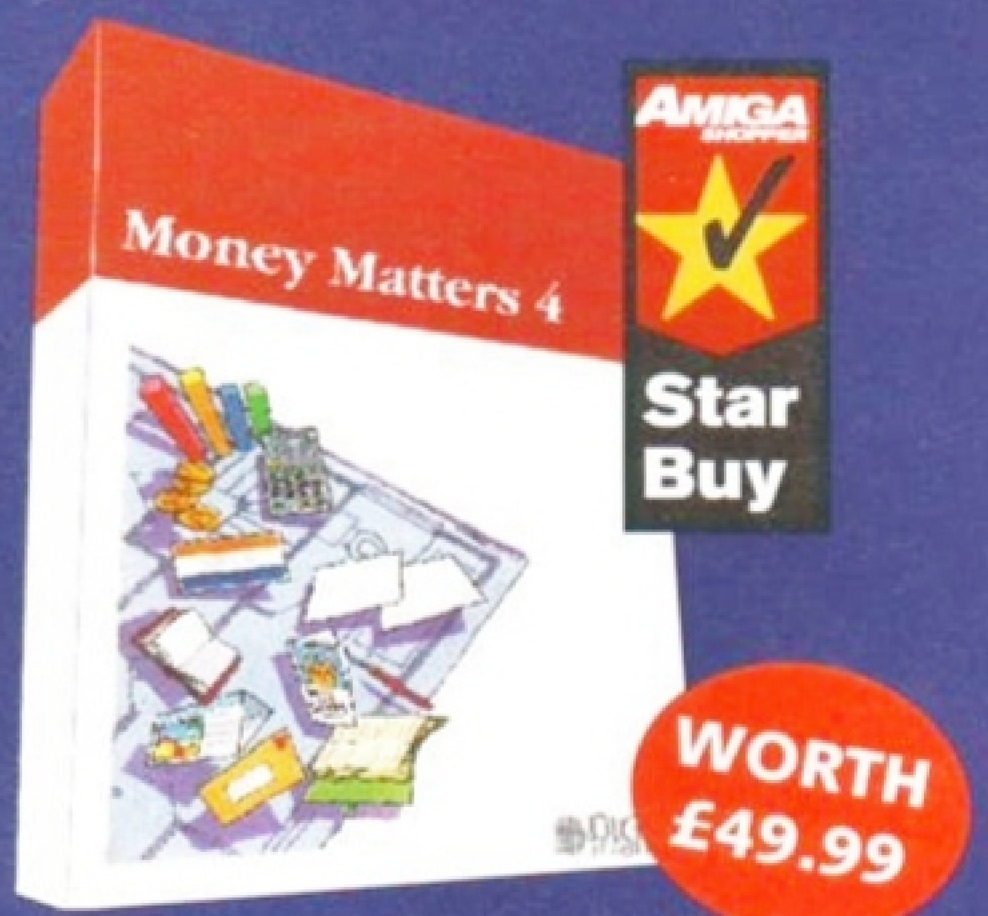
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ORGANISER 2 — AMIGA FORMAT 92%

Organiser 2 is the latest release of Digita's award-winning software. We gave it a stonking 92% in the February issue and gave you a time limited working version to sample on the coverdisk.

"The best Amiga PIM currently available."

MONEY MATTERS 4 — AMIGA SHOPPER 90%

Keeping track of all your finances is easy with NEW *Money Matters 4* from Digita. It's the ideal starting point if you want to be in control of all your finances.

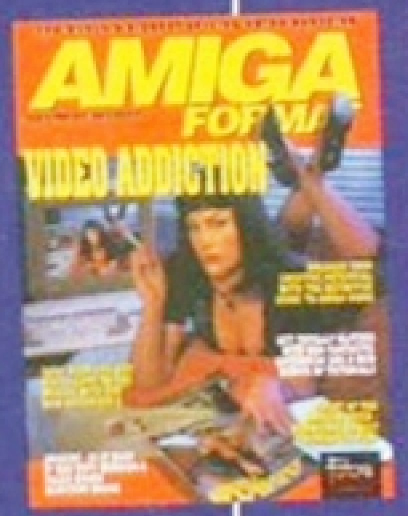
"The ideal package for managing your personal or small business finances."

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Communicator III

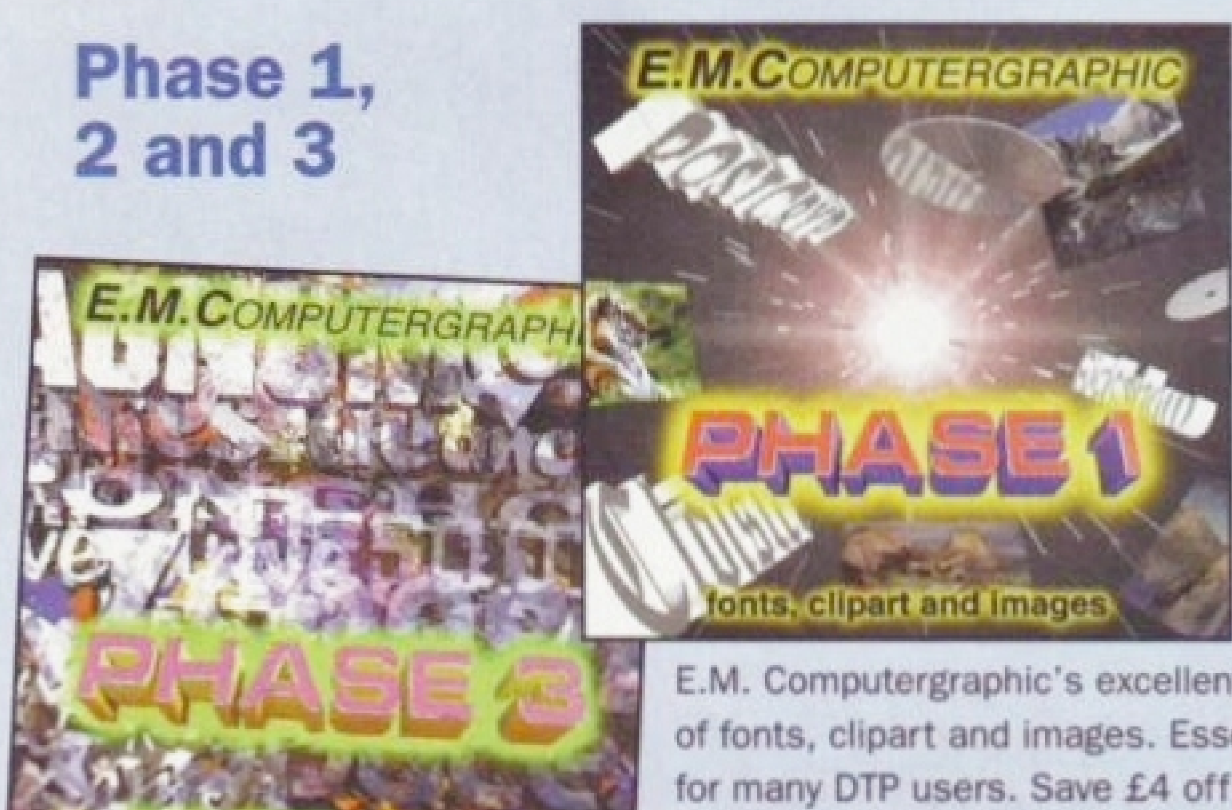


If you have a CD32 and an Amiga with *Communicator*, you can use your CD32 as a CD-ROM – and it brings many new features, including *AGA Viewer* (view CD pictures and animations in 16.7 million colours), *Virtual CD* (select which menu the CD boots with) and more. Comes with software and leads to connect to the serial port.

Communicator needs at least 1Mb Chip RAM and Kickstart 2 or 3.

Description	**Communicator III**		
Order code	**AMF505**	**AF Price**	**£69.99**

Phase 1, 2 and 3



E.M. Computergraphic's excellent CDs are full of fonts, clipart and images. Essential elements for many DTP users. Save £4 off each CD or £15 when you buy all three!

Description	**Phase 1, 2 and 3**		
Order code	**AF/PH/1, 2 OR 3**	**AF Price**	**£21.99**
Order code	**AF/PH/ALL**	**AF Price**	**£59.99**

Gloom

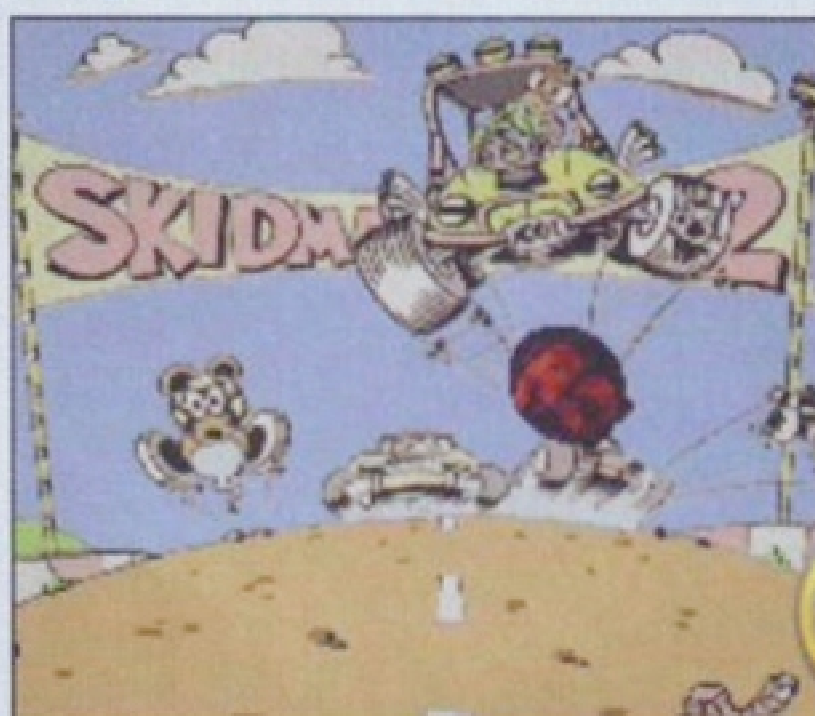


Top of the A1200 chart for a long time and given a well-deserved *Format* Gold, *Gloom* is an excellent, atmospheric and darned frightening shoot-'em-up. There's levels, maps, mazes and secret rooms aplenty, and to spice things up you get to blast your way through ghoulies, devils, general nasties, weapons, blood and gore. This is the Doom-clone the Amiga has been waiting for. You don't want to miss this one. Get it today!

NEW!

Description	**Gloom**		
Order code	**GH/GM**	**AF Price**	**£15.99**

Super Skidmarks



An *Amiga Format* Gold with 92% in issue 71, *Super Skidmarks* was described as "the best driving game in its class ever seen on the Amiga". This is a racing game that's all about control, skill, timing, confidence, aggression, instinct and ability. Add it to your collection now!

NEW!

Description	**Super Skidmarks**		
Order code	**AF/SS**	**AF Price**	**£15.99**

Turbotech Clock Cartridge



Your Amiga will always know what day it is with this handy device which sets the correct time and date. The *Turbotech Clock Cartridge* simply fits into the disk drive port (or on the back of your second drive). Comes complete with software. Save £2 off the recommended retail price.

Description	**Turbotech Clock Cartridge**		
Order code	**AMFCLO**	**AF Price**	**£17.99**

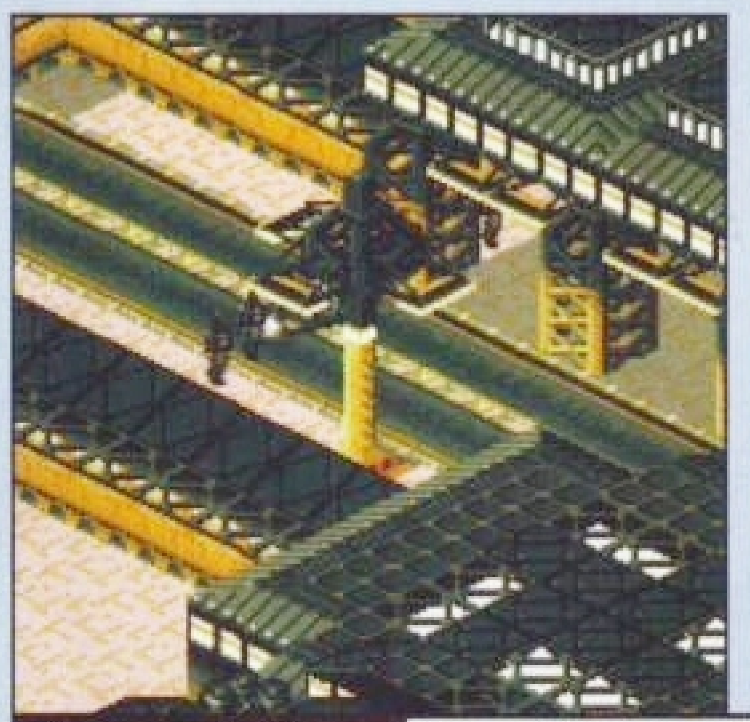
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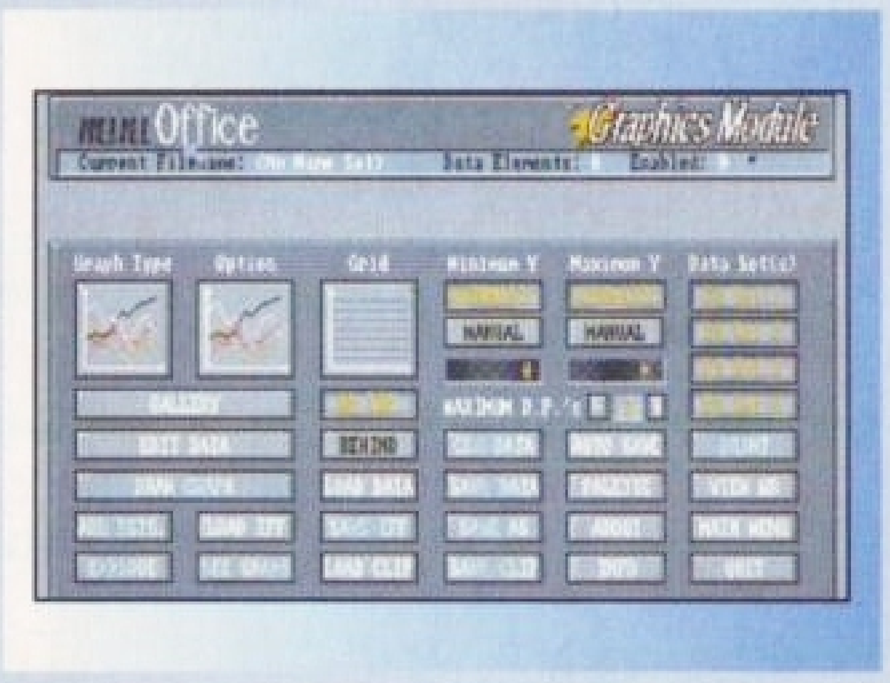


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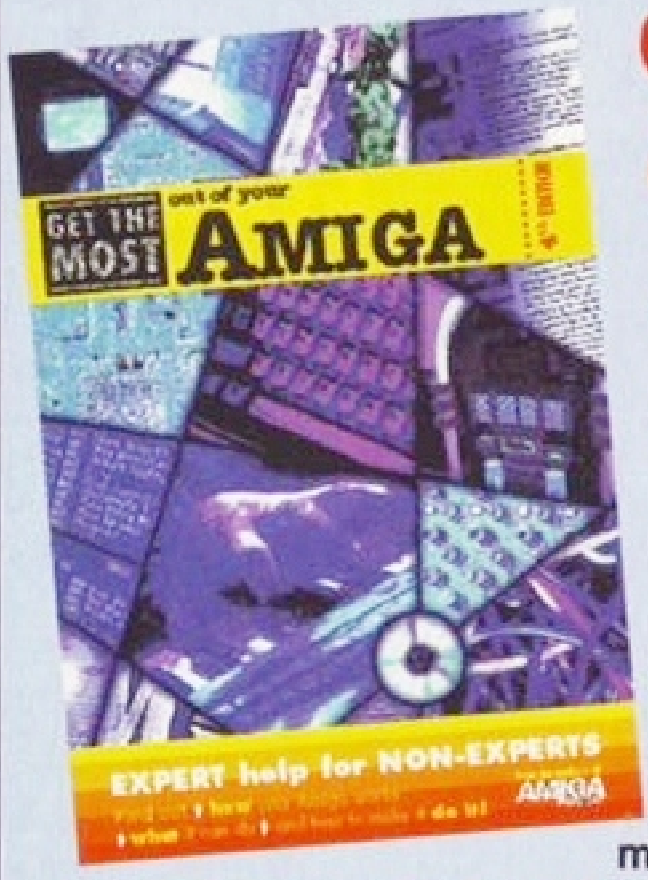
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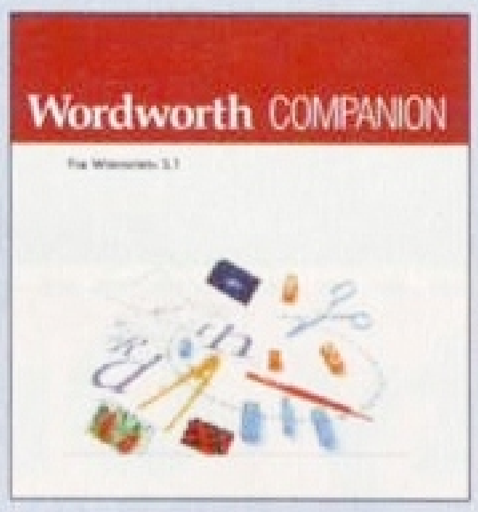
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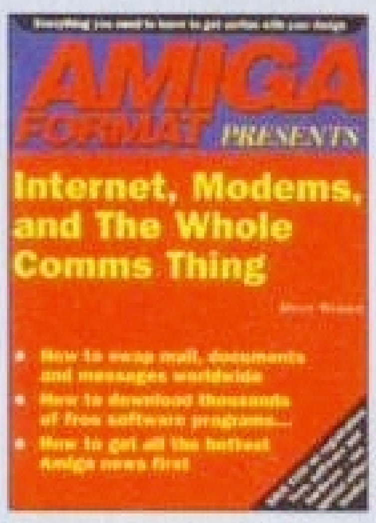
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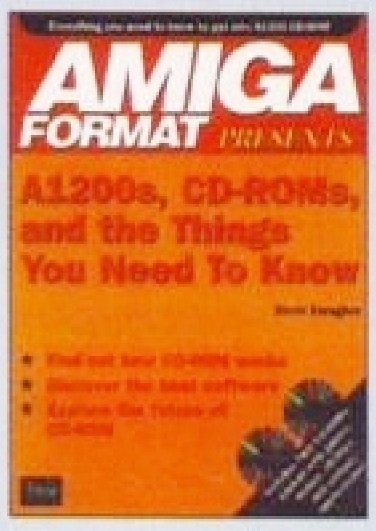
Wordworth Companion

This guide was written with the full support of Digita International. It contains in-depth explanations of every aspect of the software and includes a bonus disk packed with fonts and clip art.

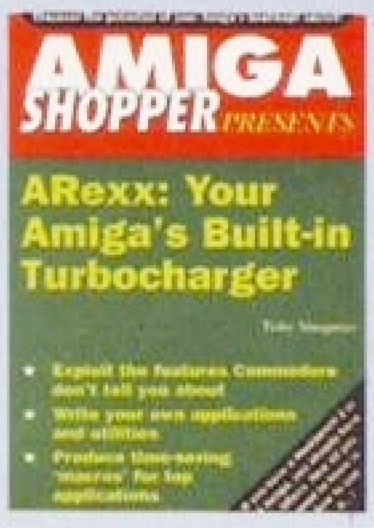
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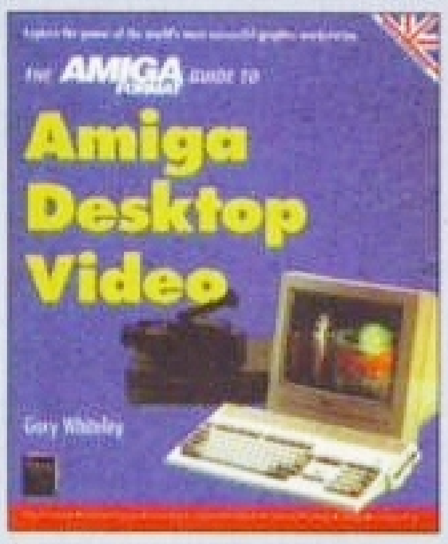
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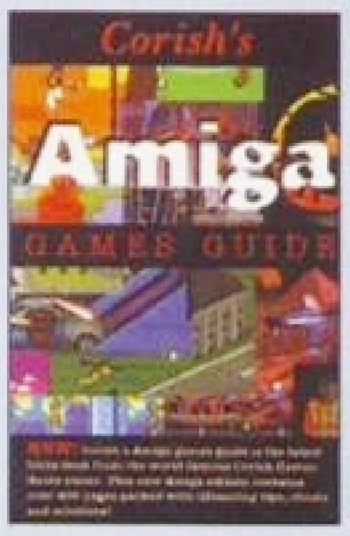
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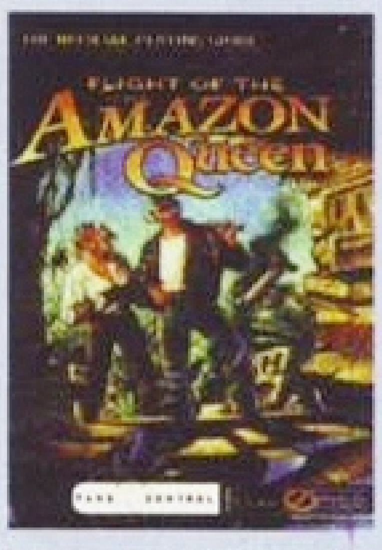
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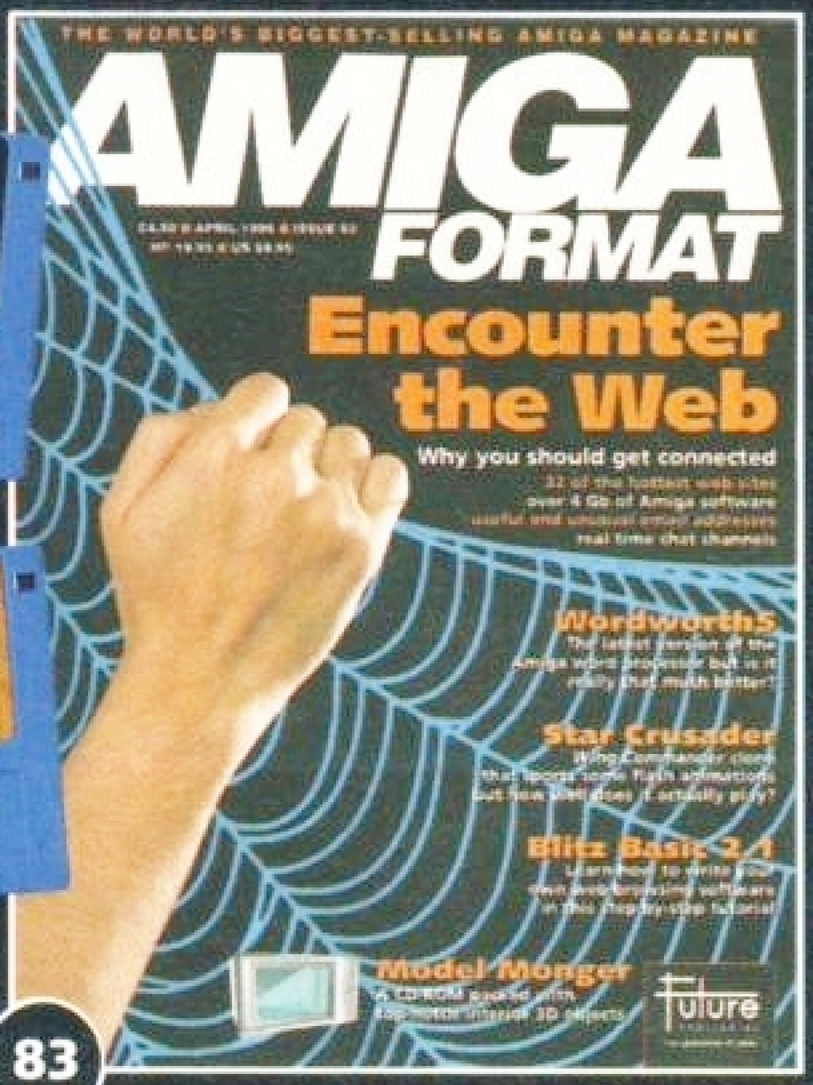
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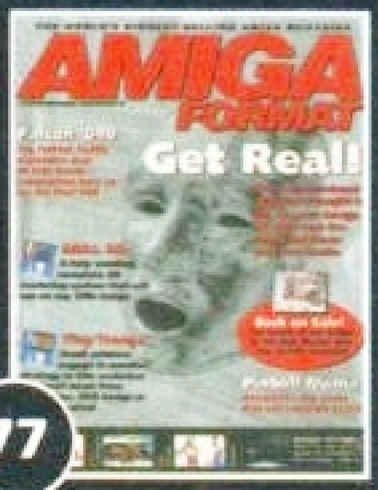
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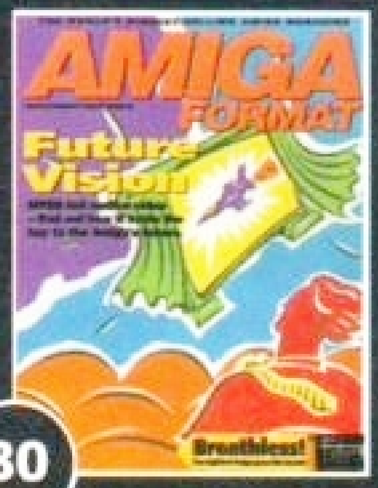
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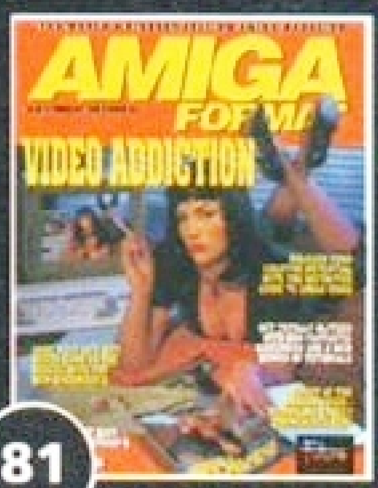
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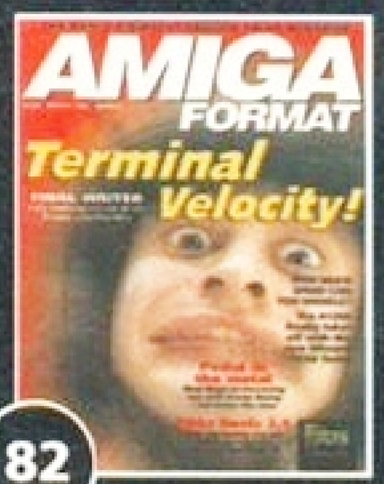
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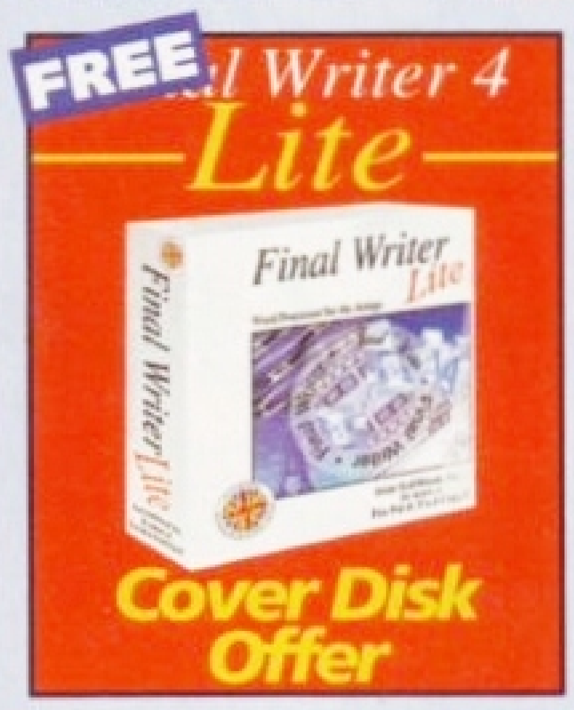
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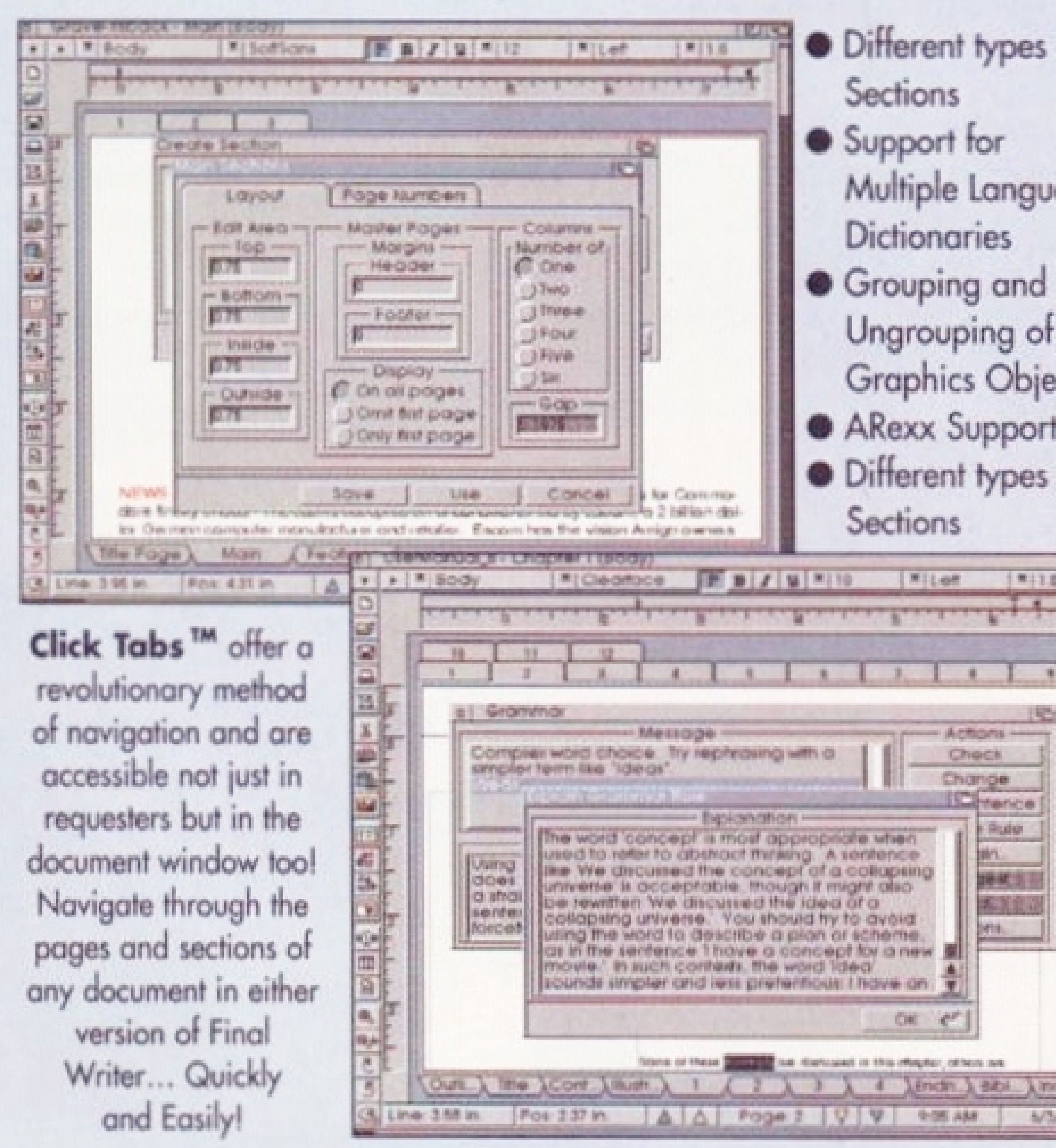
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Final Writer Masterclass

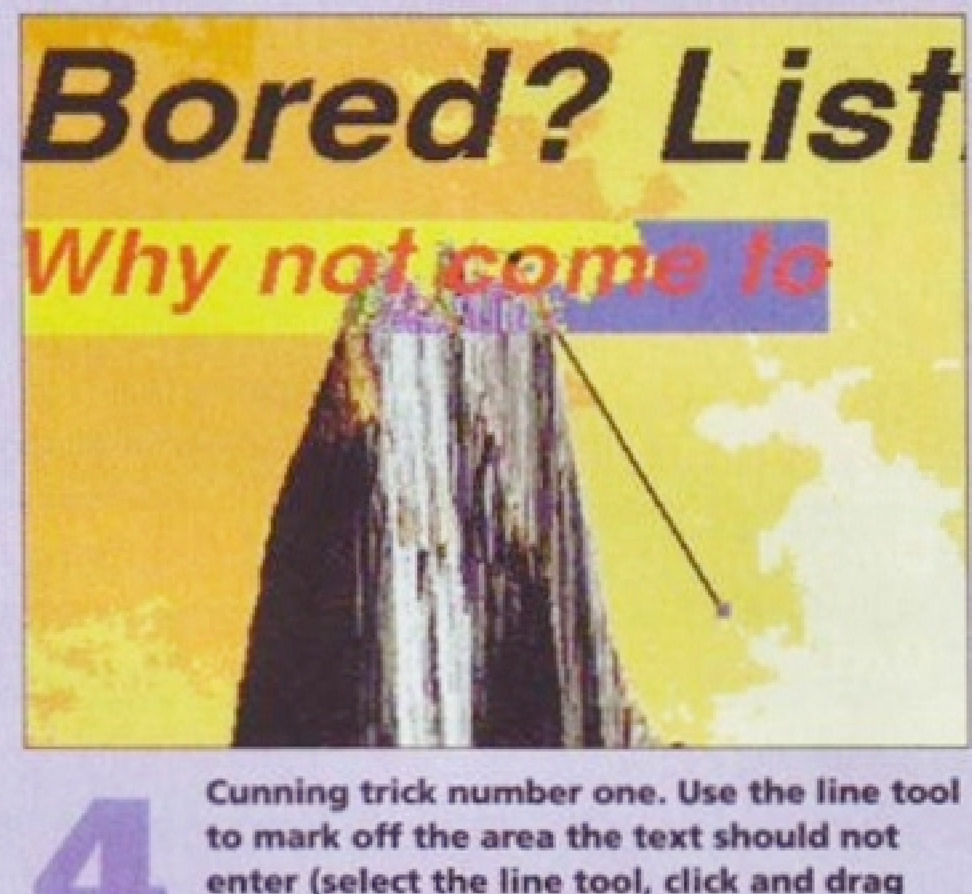
TUTORIAL PART 3

Graphics can improve the look of any document. In this month's Masterclass Nick Veitch gets all creative.

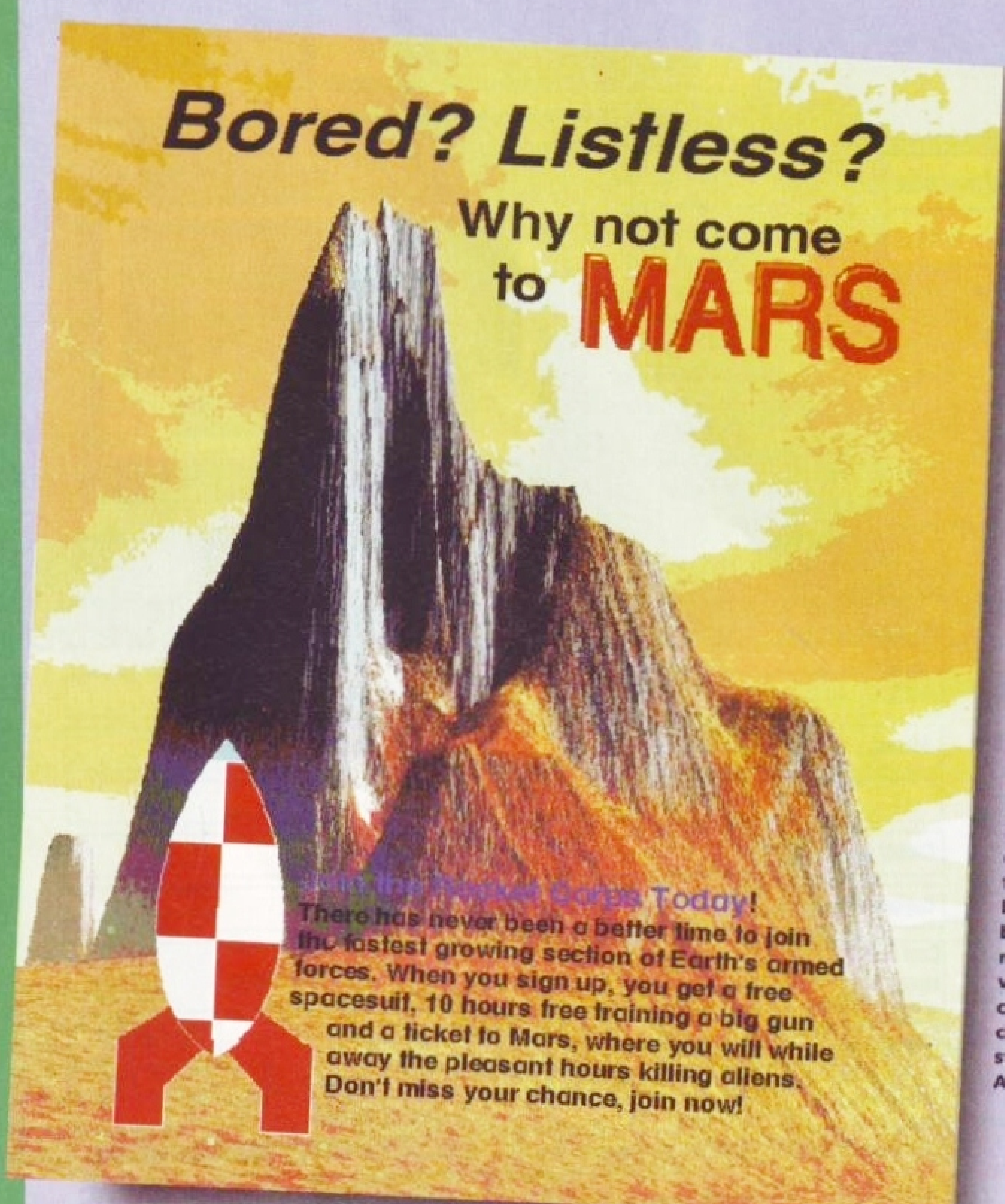
Whatever document you are creating, it can always do with some graphics. Our *Final Writer 4 Lite* Coverdisk software can import any IFF images for use in your documents, and memory permitting, it is an option you should definately try and make the most of.

Although the full version of Final Writer 4 supports various file formats, including Tiff and EPS, you are restricted to normal Amiga images in the Coverdisk version – remember to convert any images you want to use first in a package such as *Image FX*.

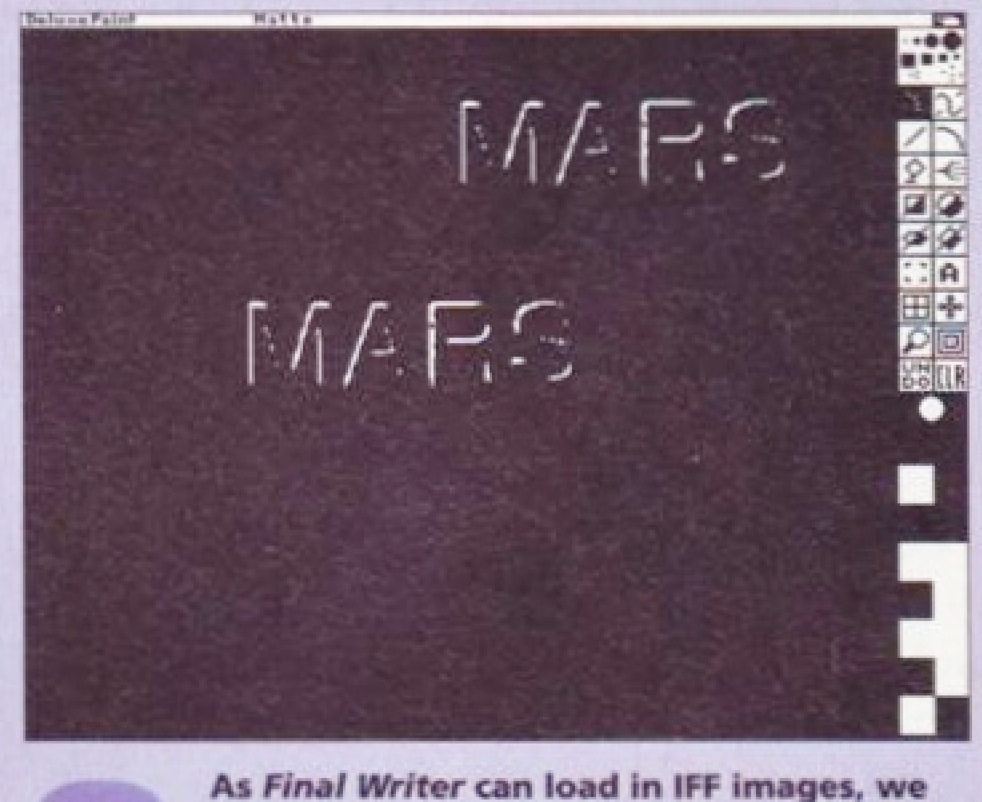
This tutorial will show you how to import graphics, position them and make them work with text. Follow each step and you will see how simple it is to create professional looking documents.



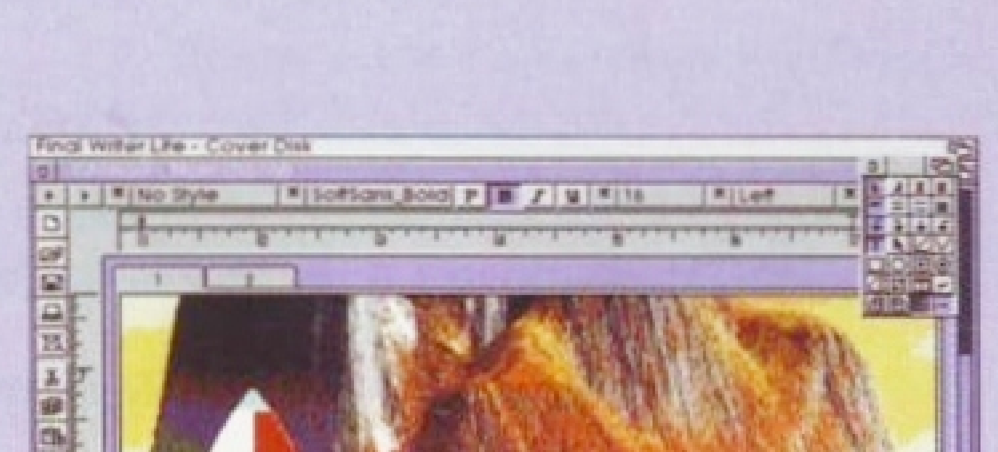
4 Cunning trick number one. Use the line tool to mark off the area the text should not enter (select the line tool, click and drag out a straight line).



You will probably need a RAM expansion for a poster like this, but a more modest version could be created on a standard A1200.

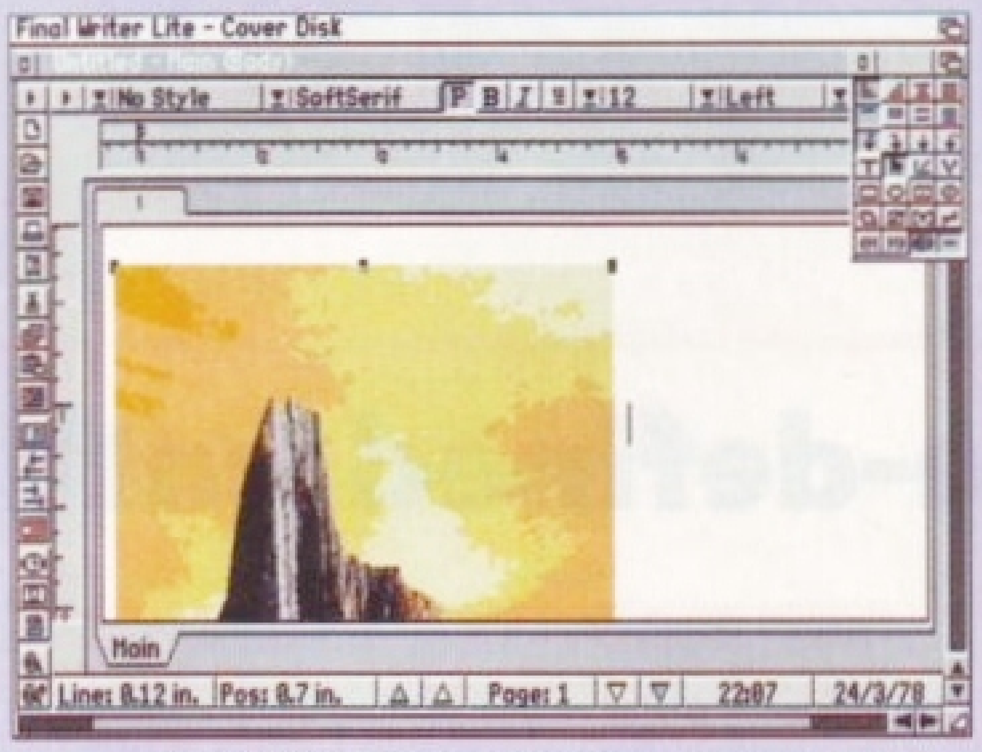


8 As *Final Writer* can load in IFF images, we can easily create logos and backdrops in art packages like *DPaint* and import them into our documents.

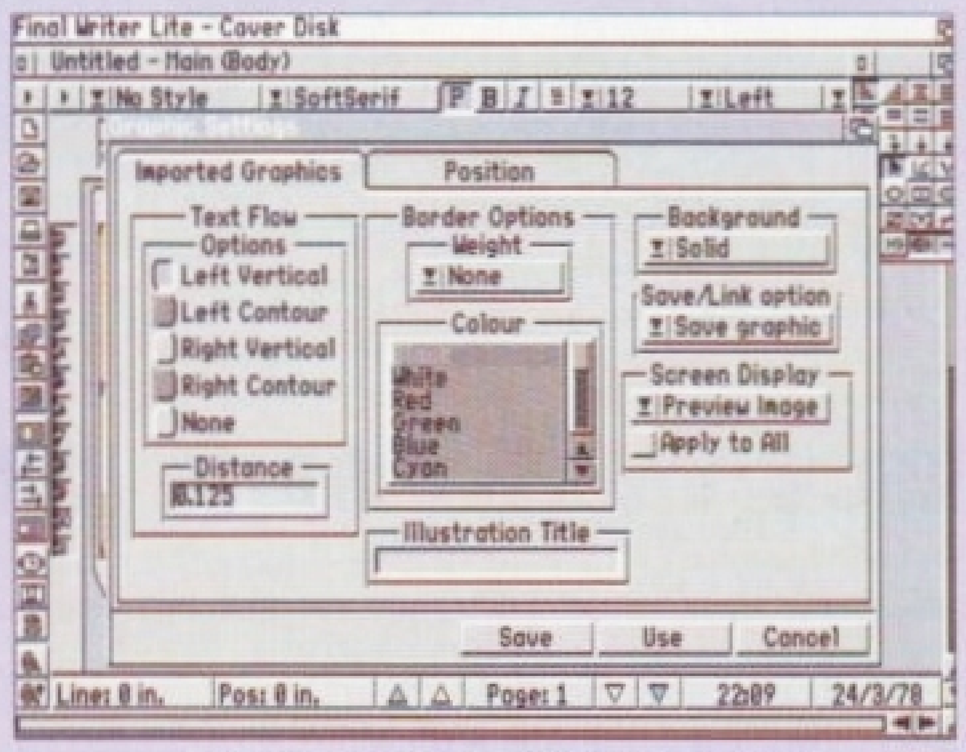


12 Although the background is transparent, the text seems a little odd in a strict rectangular box to the right of the rocket.

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1 The first thing we have to do is import the picture (from the Graphics menu) and re-size it to fit the page. Re-size the image by dragging the "Handles" on the edges.



2 Or you can use the graphic settings to enter the size. With large images, it is best to link them to the document. Select "None" for text flow as this is a background image.



3 Now we can start entering the text. Choose your font and enter the text you want. Hmmm... we don't want the second line to obscure the mountain.



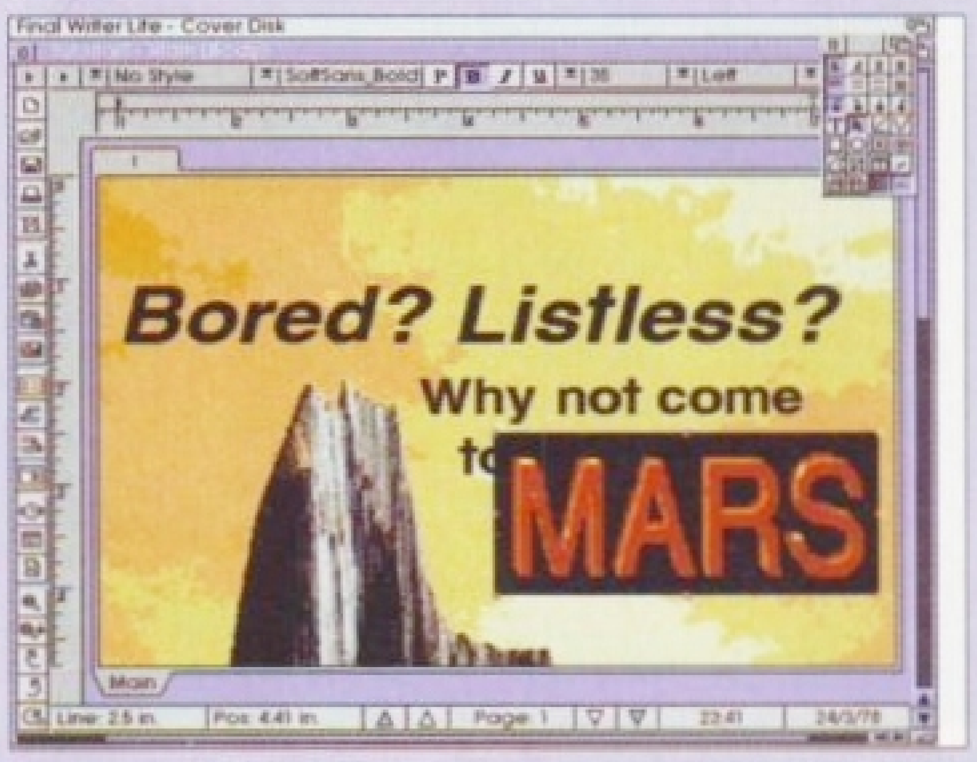
5 Double click on the line to bring up this Graphics Settings window (All objects will bring up an appropriate window if you double click on them).



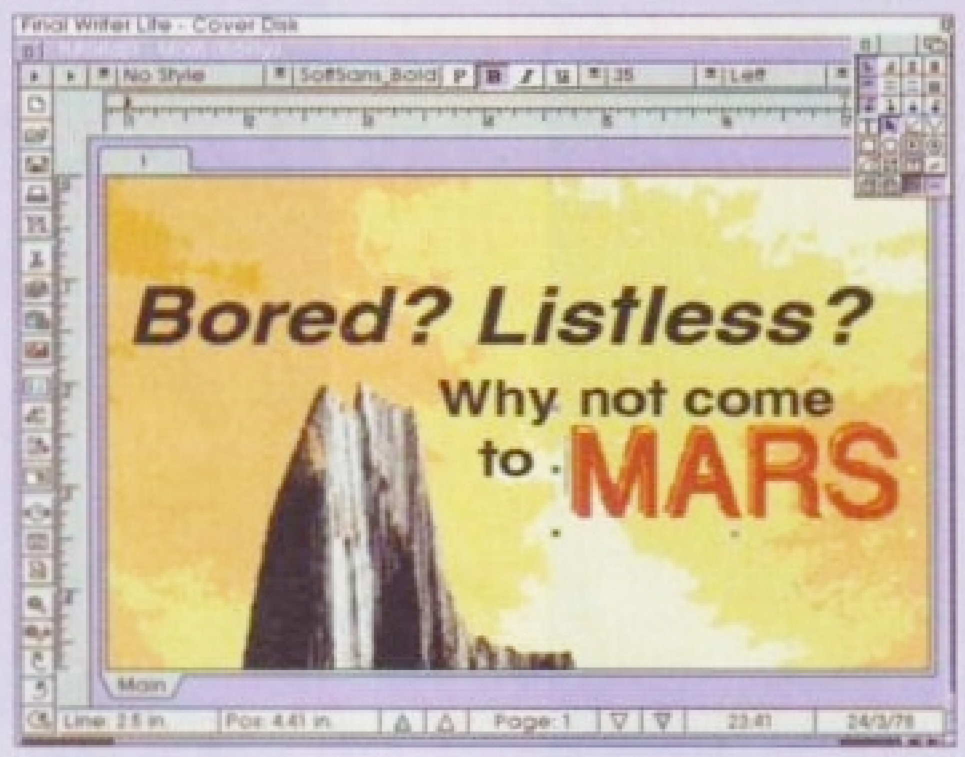
6 Change the "Weight" of the Line to none, so it will not be seen on the final document. Change the Text Flow to "Right Contour" to push the text to the right.



7 Now you can see that the text is flowing to the right of the mountain, or to be more exact, to the right of the invisible line we just drew.



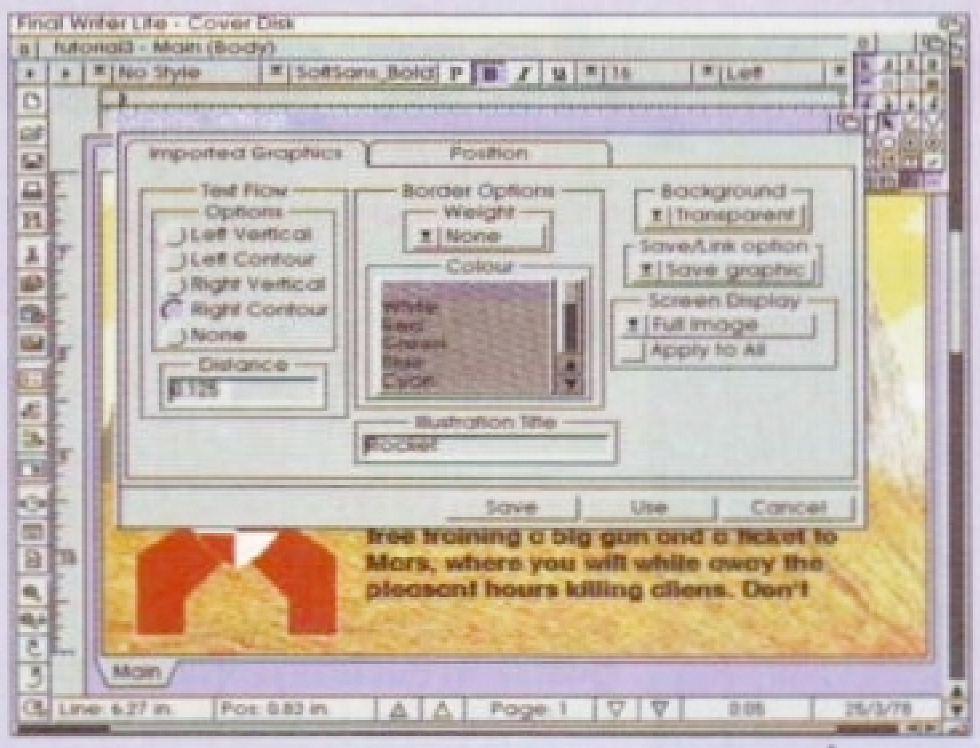
9 This "Mars" logo has been re-sized and positioned, but the black background is a bit of a problem. Double click on the image to get the Options window up.



10 Select a transparent background, and colour 0 is assumed to be see-through. Bear this in mind when designing your graphics.



11 Now for the bottom bit. Here is a rocket I drew earlier. Once again, the background is colour 0 so we can easily make it transparent.



13 If we now open up the Settings window and set the Text Flow to a right contour, the text will flow around the visible area of the graphic.



14 Hurrah! It doesn't really matter how complicated the image is, the text will flow around it for a really professional effect.

NEXT MONTH

In the next issue of *Amiga Format*, we will be looking at more ways of combining graphics with your documents. Giving a really classy look to everything from reports to CVs.

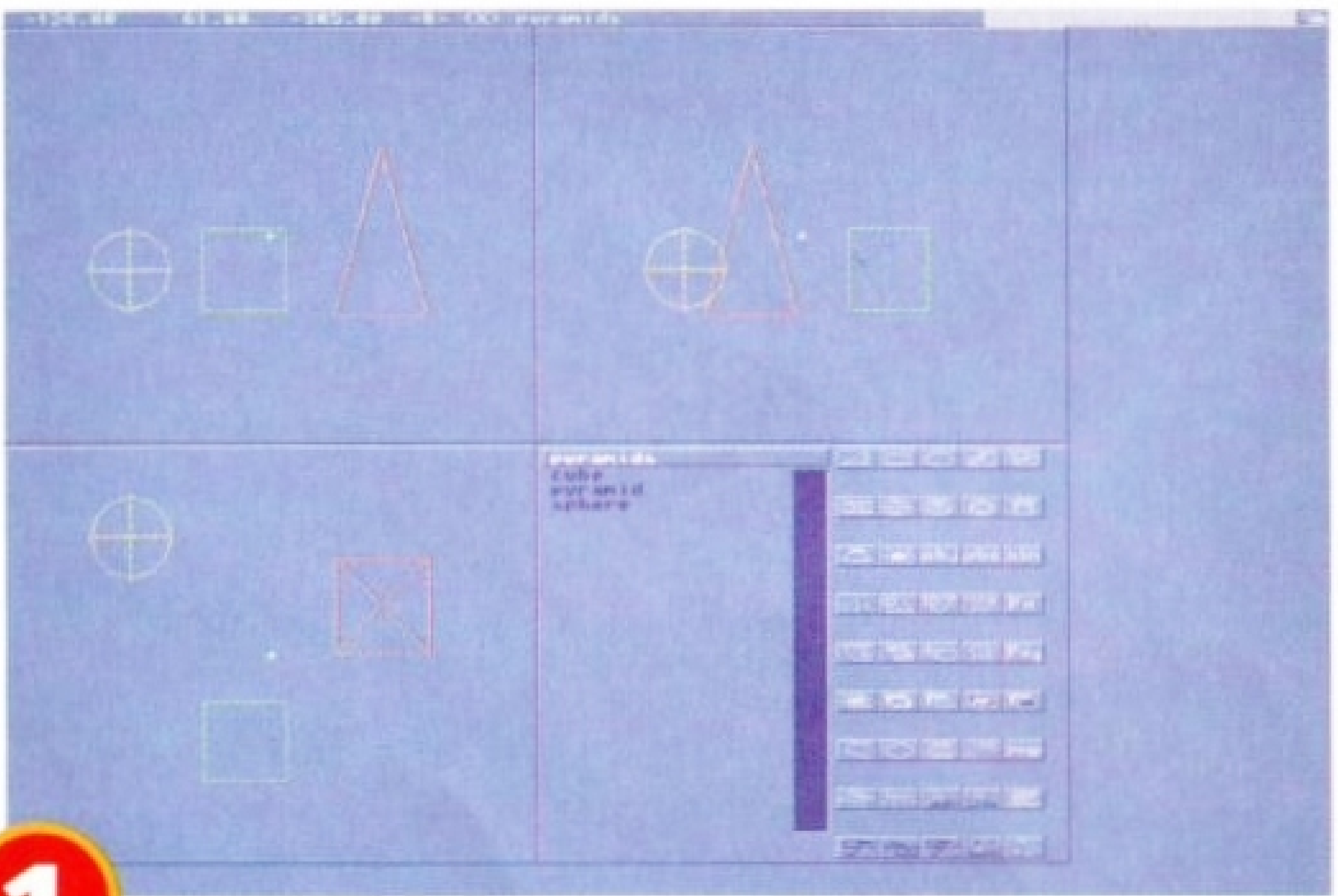
In the meantime, if there are any specific things you would like me to cover in this series, please drop me a line at:
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Real 3D Tutorial

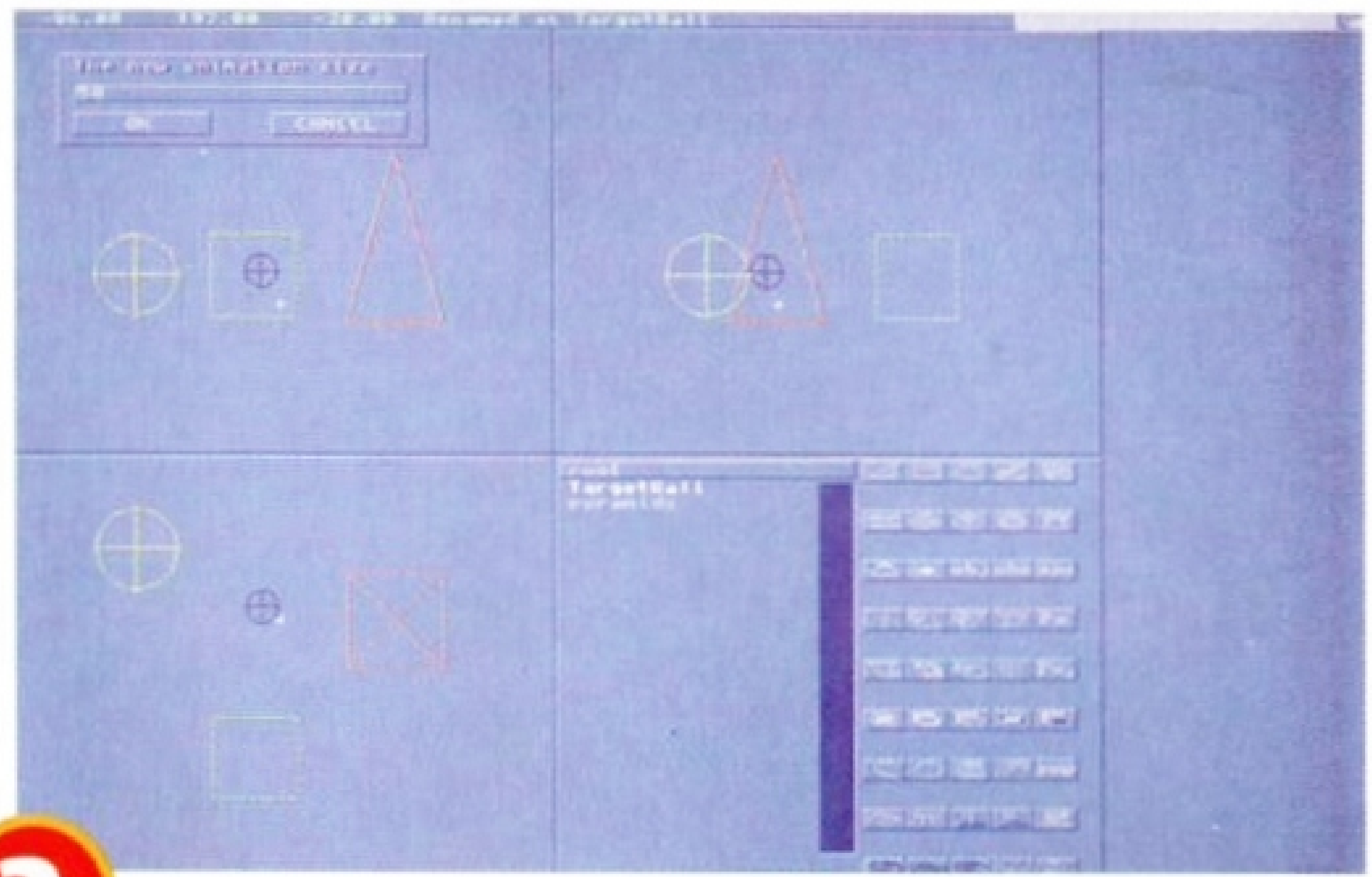
Making an object follow a pre-defined path

PROJECT 1

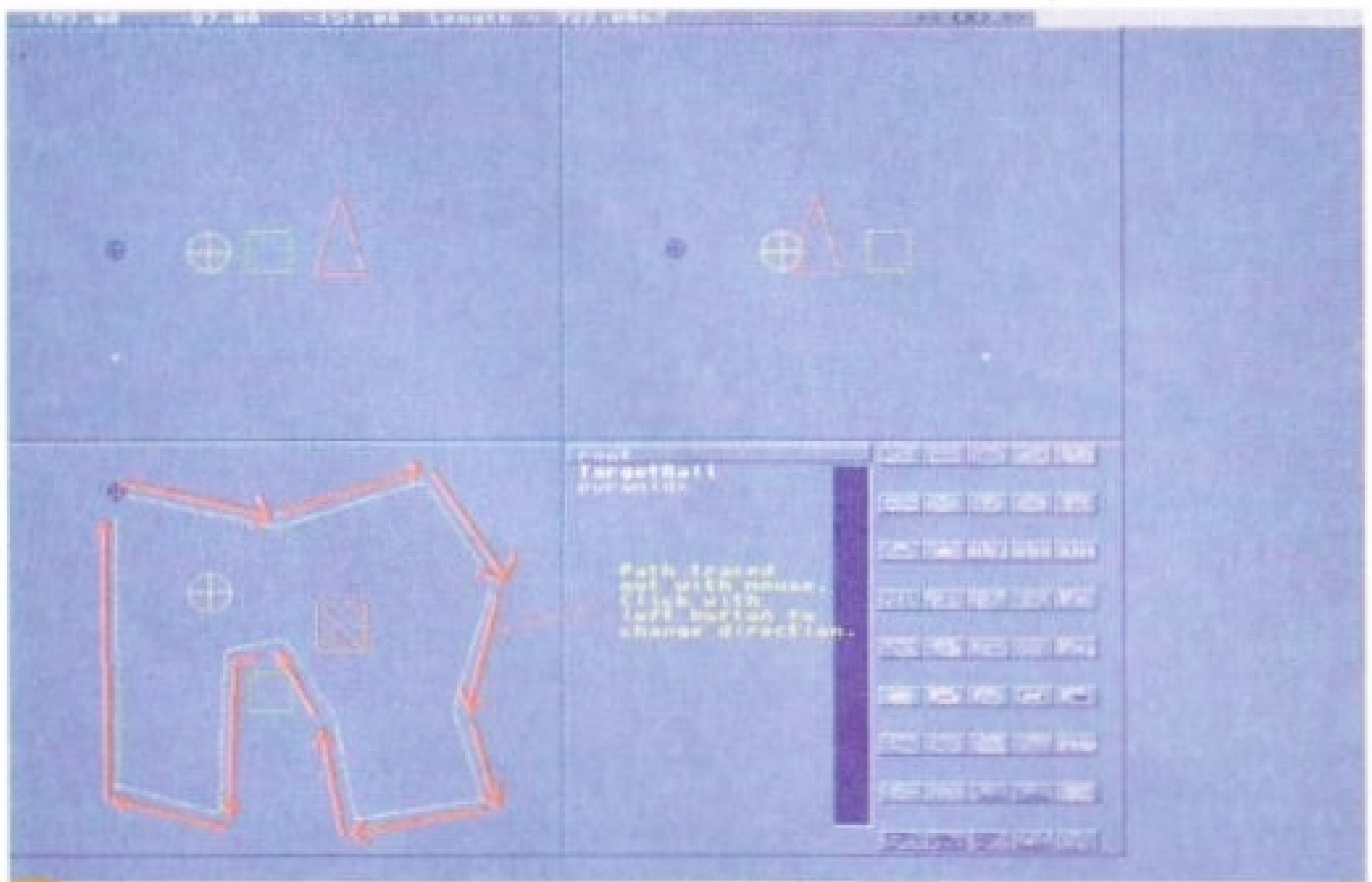
When we first looked at animation, we saw how to make an object move by morphing it's position and/or shape and size. Now we'll take a look at some more precise ways of moving an object.



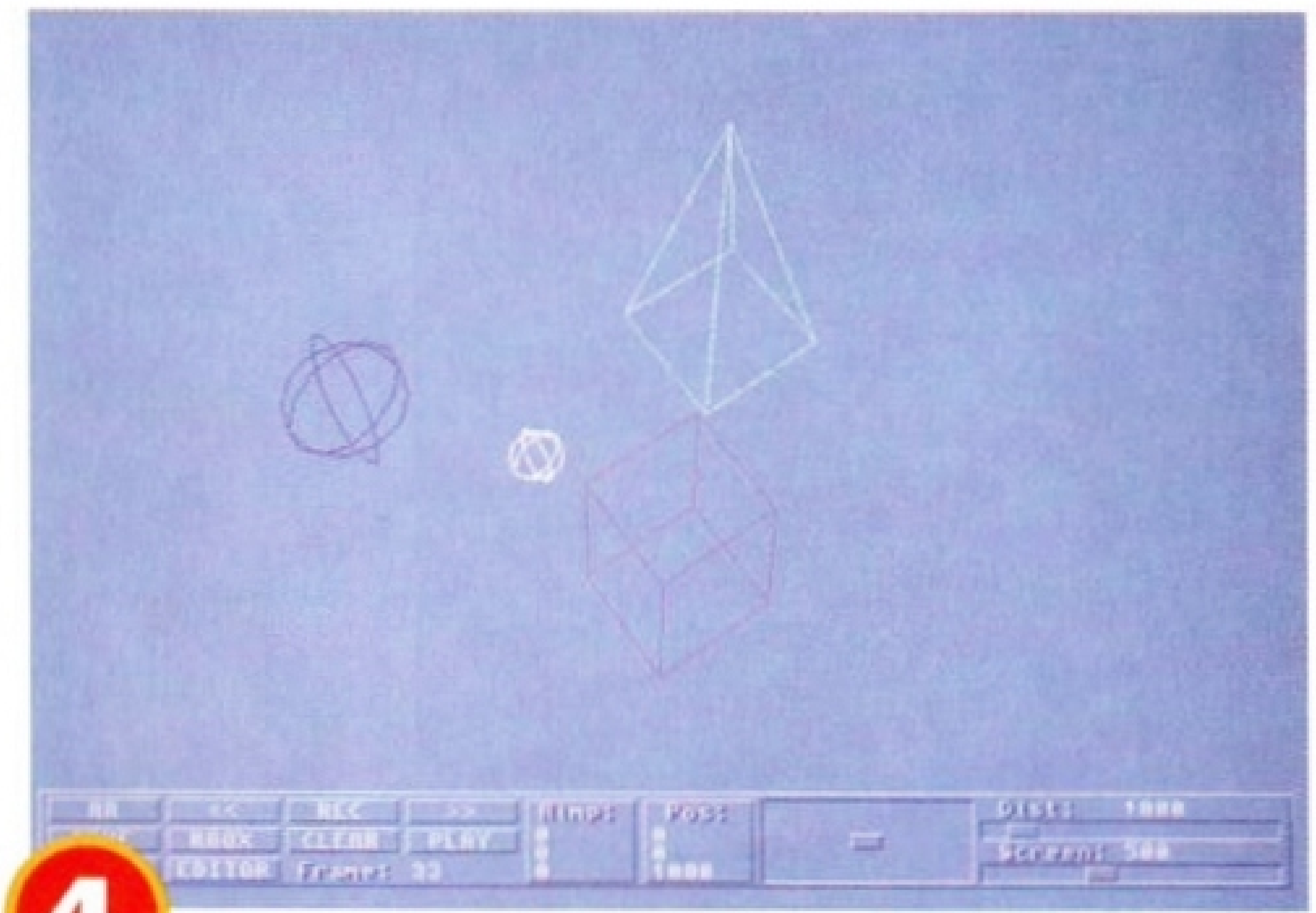
1 The first step is to create a landscape to wander around. Use the pyramid, sphere and cube tool to create some objects in the lower left window. These will form the basic objects. Change their colours to help you tell them apart.



2 Save the project so far, as we'll use it again. Now create a small sphere – this is the object we'll make roam around the landscape. Go to the Projects menu, select Animations and Size. Enter 50 frames. Doing things in this order ensures all our objects are present in all 50 frames.



3 Move the small sphere, called "TargetBall" in this example, over the side of the objects. This is where it will start moving from. Now from Projects, select Animations and Orbit. You can now draw out the path which you want the TargetBall to follow. When finished, click the right button and make sure it is set to move from frame 0 to 49.

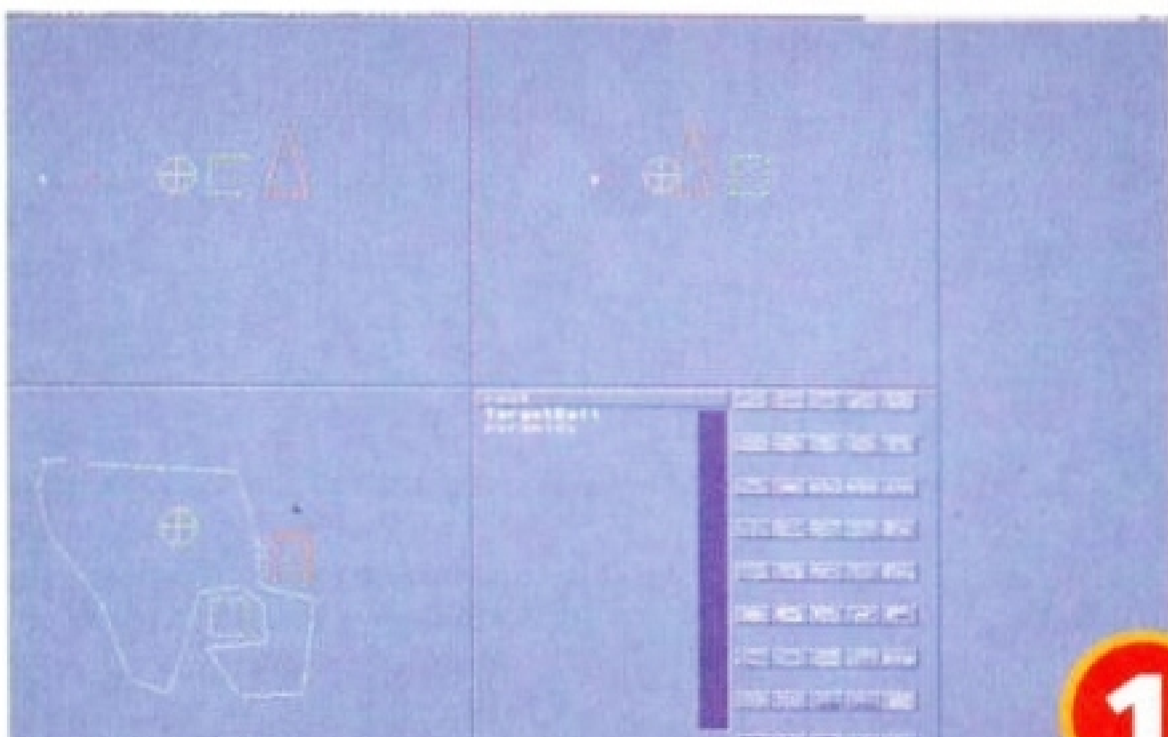


4 Make the path as complicated or as simple as you like. Now, when you move from frame to frame, (click on the << and >> buttons at the top of the screen) you will see the TargetBall follow the path. Go to the WireScreen editor and press Play to see the ball move.

Making an object follow a complex path

PROJECT 2

Although it is possible to use the previous mode to define a path in all three views and so create a 3Dimensional orbit, it's not particularly easy. Also, once the path has been created it's no longer possible to edit it, and any changes require the orbit to be redefined.



1 Re-load the landscape we created in the first project. Create the target sphere again, but this time from the Freeform menu, select Create Curve and then Curve. Now, starting from the centre of your target sphere, draw out the path.

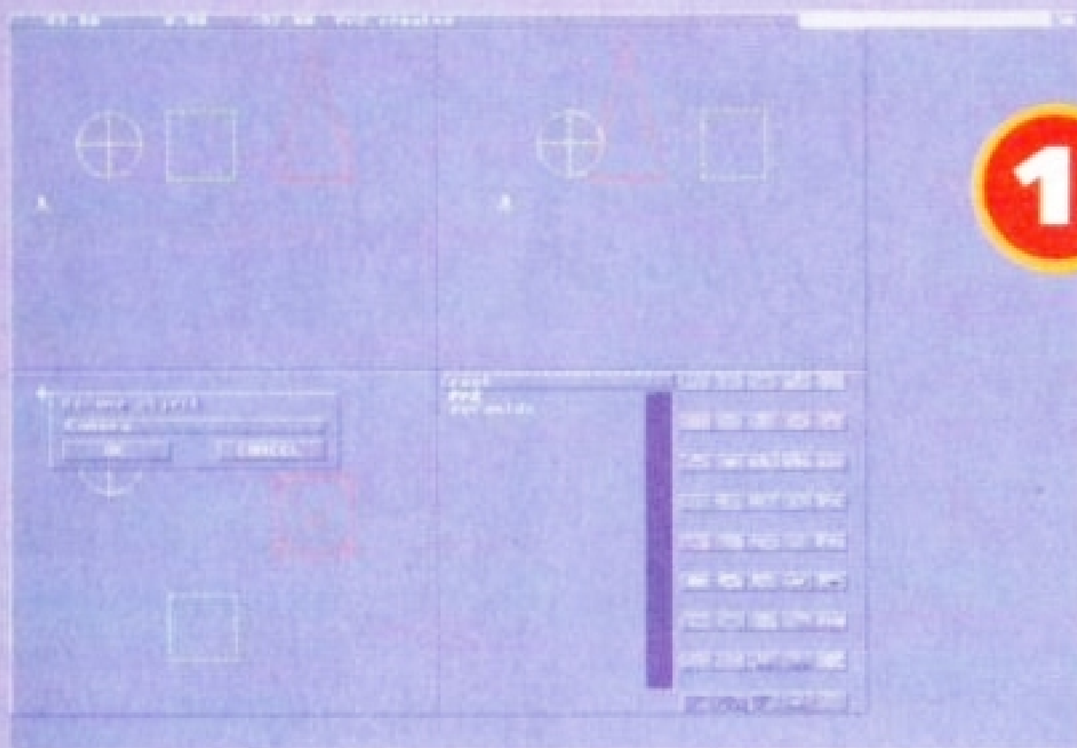
part 8

John Kennedy takes us through some more animation mayhem this month, with orbiting balls and automatic tracking cameras.

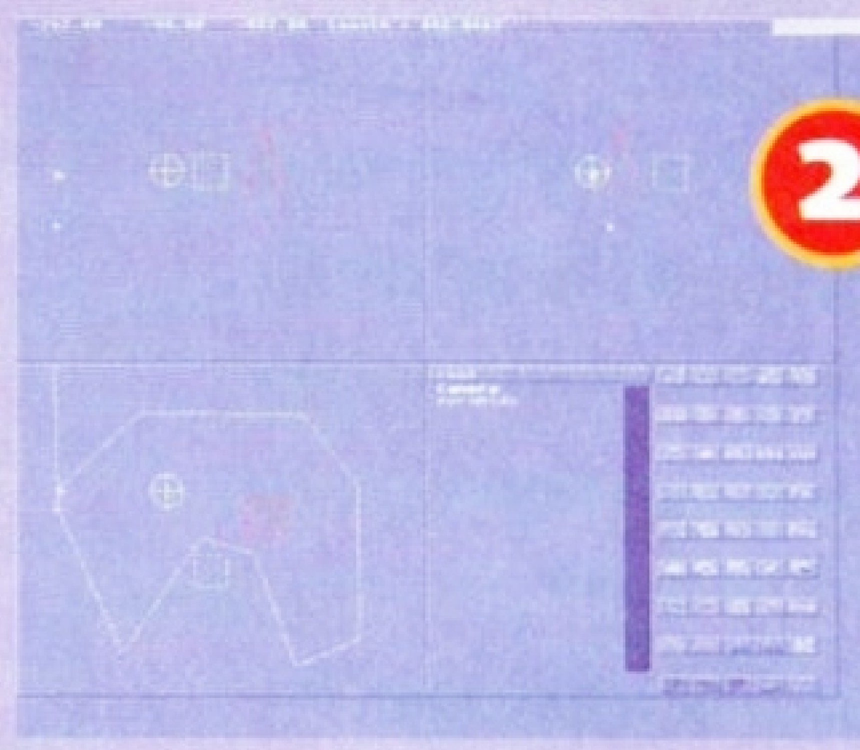
Moving the Camera

PROJECT 3

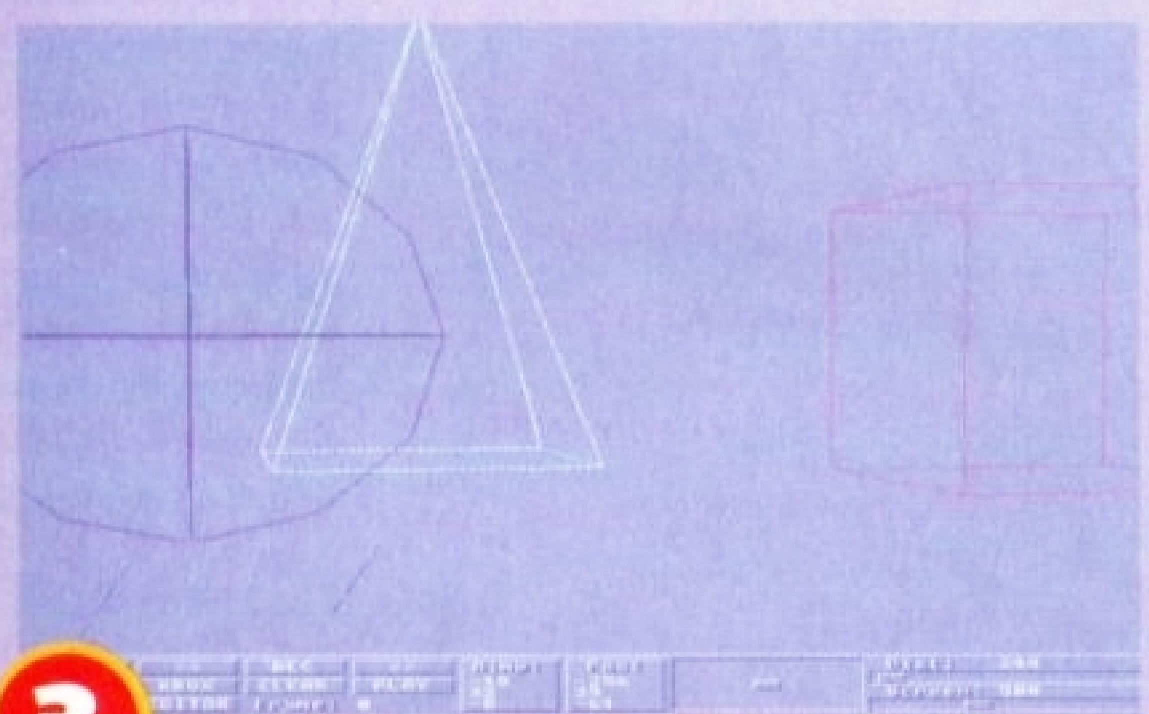
So far our animations have been limited to moving simple objects. From the WireFrame and Solid editors, our point of view hasn't changed. We can alter them now however, as the camera too can be treated like any other object.



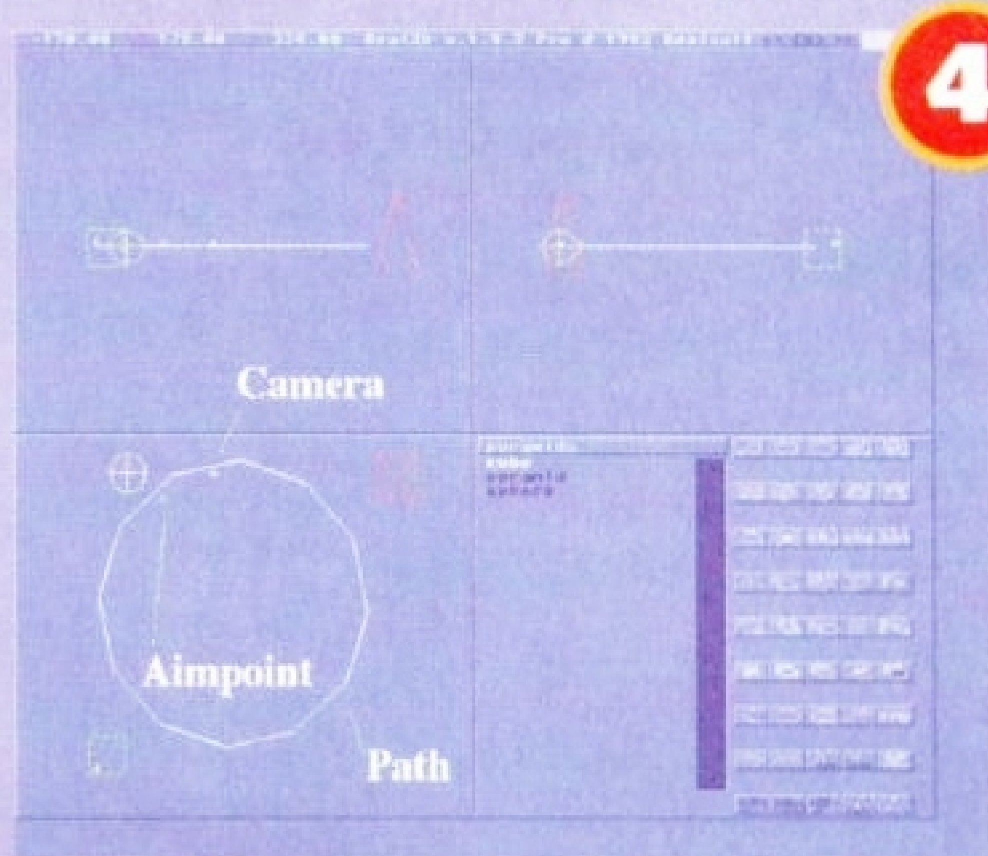
1 Re-load the landscape we created in the first project. Instead of creating the target sphere, we'll add a camera object. You use the Creation menu, and select Observer. You can then click anywhere to add the camera. Rename it from the default Prz to something camera.



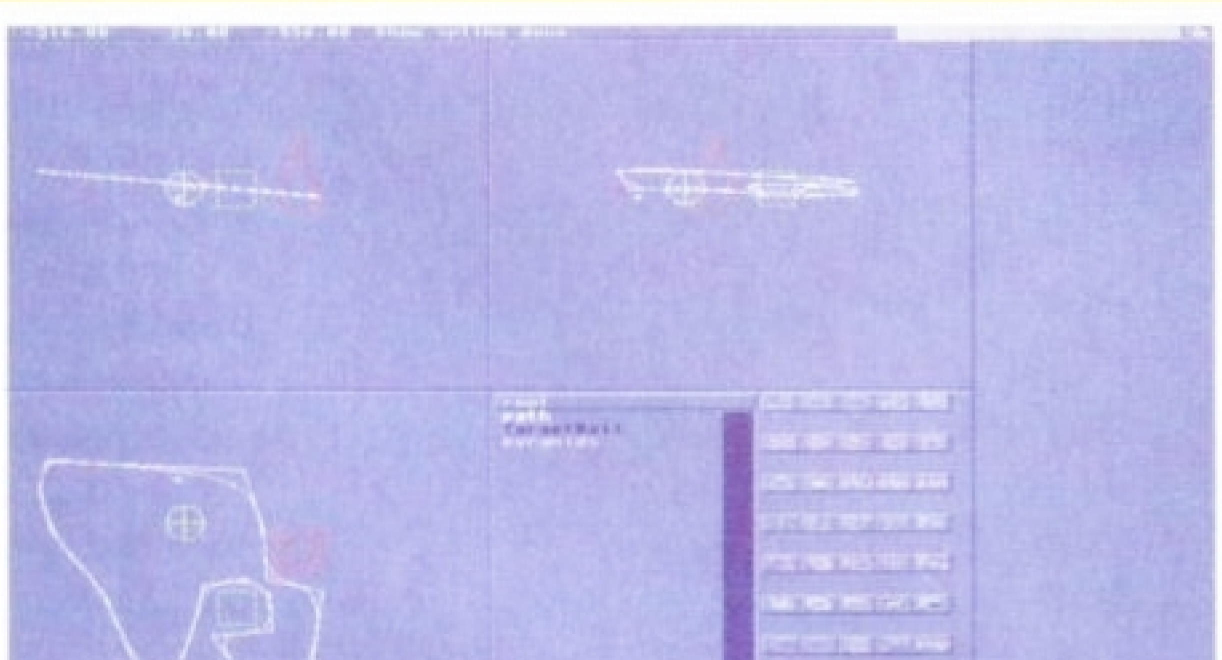
2 Make sure the camera is selected, and then use Projects/Animation /Orbit to trace a path for it. If you prefer you could use the method from project two. Whatever way you do it, create a 50 frame animation.



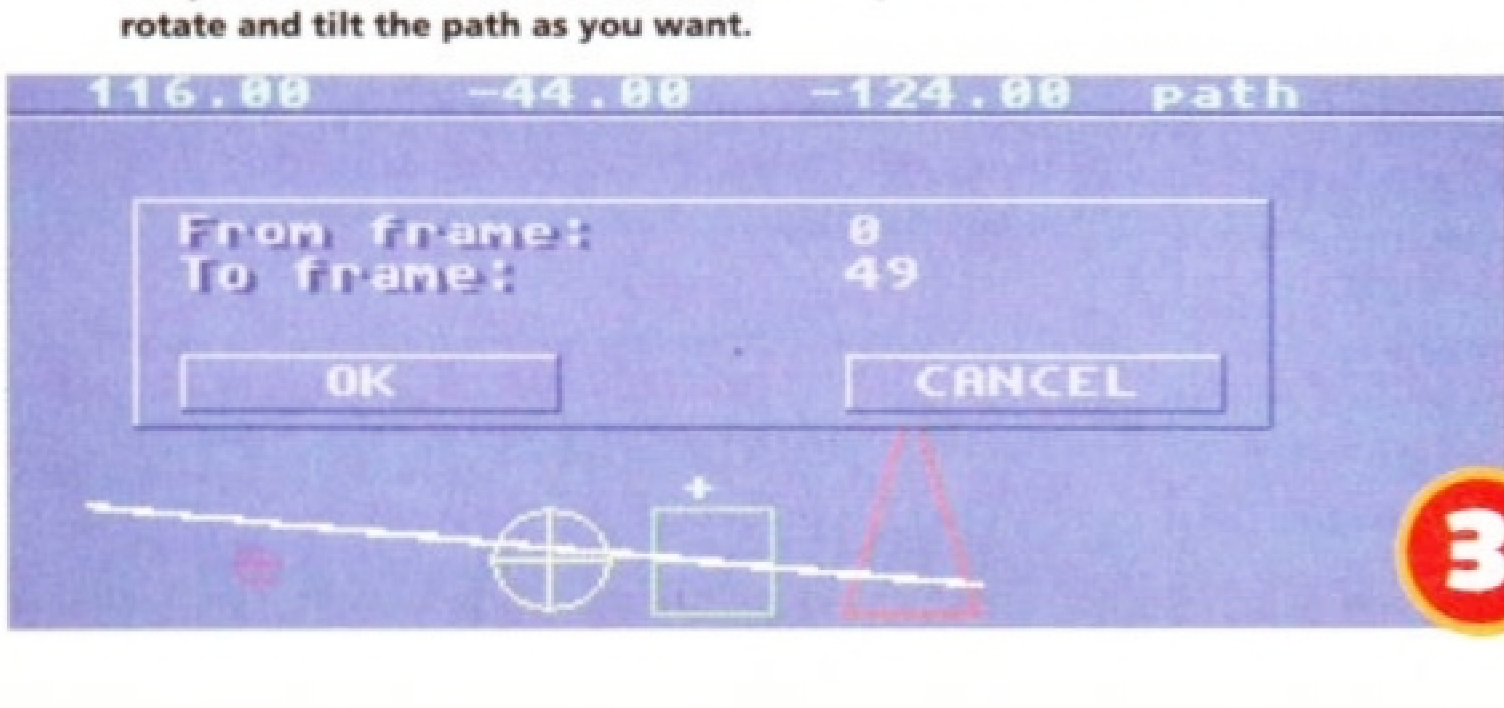
3 Play back the animation in WireFrame and you'll see the view from the camera as it travels around. If it doesn't seem central, use the Creations menu to add an Aimpoint object in the middle of the shapes.



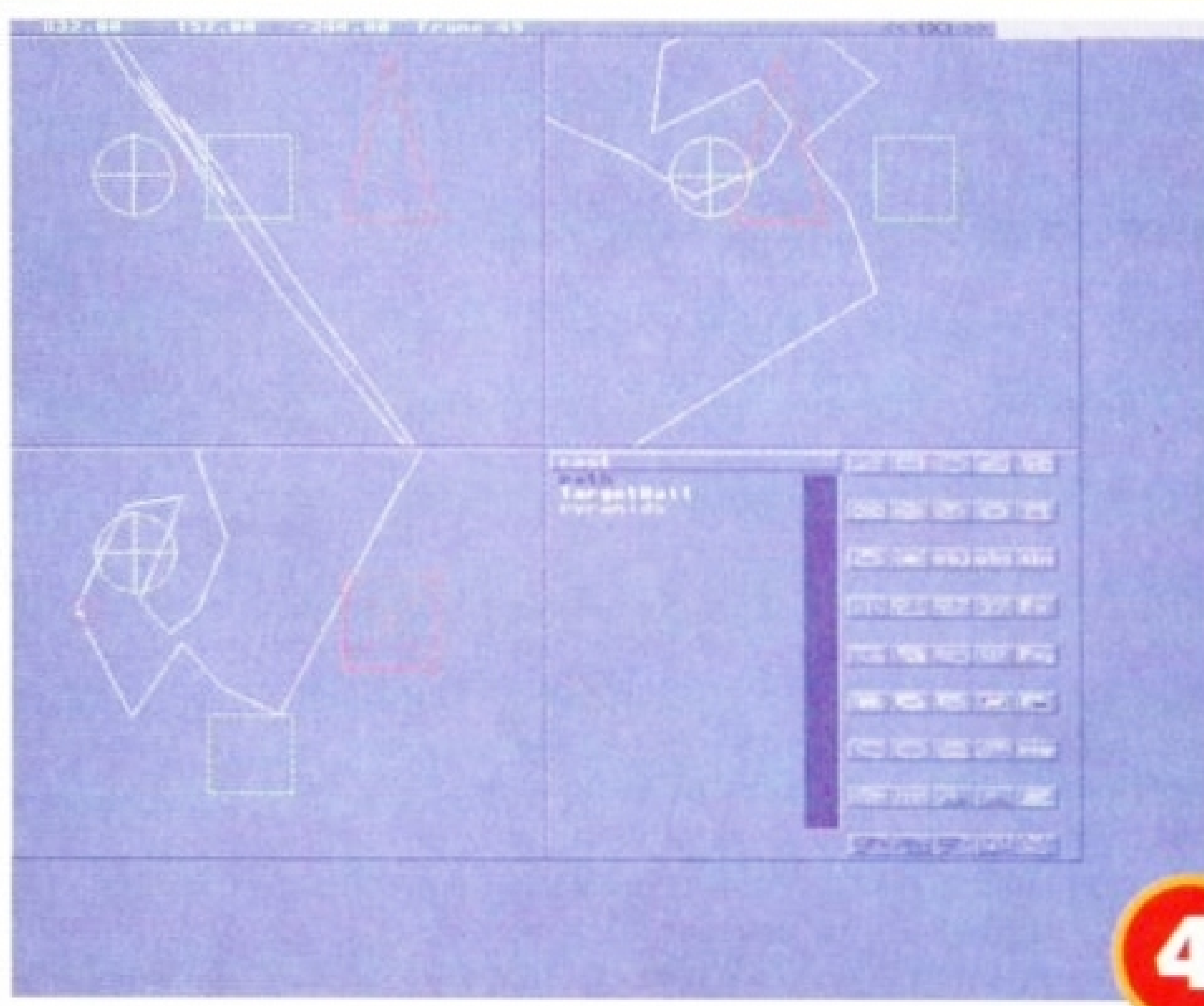
4 If you want the camera to look in a certain direction as it travels around, here's one way. Use the method in Project two to create a curved path for the camera to follow. Use Freeform / Create Curve / Circular loop to make a circle. Make this orbit for the camera in the usual way. Now add an Aimpoint slightly ahead of the camera, but still on the path. Rotate the path slightly, and use it as an orbit for the Aimpoint. Now when you play the animation, the Aimpoint will move around always slightly ahead of the camera.



2 As soon as you close the path (click with the right mouse button), press N and name the path something obvious. "Path" for example. This time you can see the shape we have created, and if you select Freeform / Modify / ShowSpline you will see the exact shape of the path which the ball will take. However, you can also stretch, rotate and tilt the path as you want.



3 Use the Projects / Animation / Size to create a 50 frame animation again. Now click on the TargetBall in the object list, and then select Projects / Animation / Orbit, but this time press the "*" asterisk button on the numeric keyboard. You will be prompted for the shape to act as orbit, so select the path object we created. Make sure it acts over the full range again.



4 Now when you move from frame to frame, the object will follow the path as before. However, this time you can change the path without having to recreate it. The only snag is that every time you alter the orbit, you will need to re-position the target ball at the start and then use the Animations / Orbit option and press "*"

Blitz Tutorial

At last! The secret of how Amiga programs actually work. John Kennedy helps reveal all with Blitz Basic.

Amiga programs work in a particular way and that's what we looked at in last months tutorial. A typical program opens a screen, opens a window, does what it needs to do and then closes the window and screen again. We also saw the code necessary to open and close the screens and windows.

This month we are going to take a step further, and deal with the "does what it needs to do" part of the program. It's quite tricky and we'll cover some advanced stuff so make sure to try out the example programs for yourself.

Think of how a well behaved Amiga program such as *Deluxe Paint* works. It opens a screen and window, and then waits for you to do something. You can select what to do by using the pull-down menus and by clicking on the paint tools. However, when you aren't doing anything, neither does the program. It waits for you.

This is a very special kind of waiting, as it doesn't keep checking every few milliseconds to see if anything has changed. Imagine if *Deluxe Paint* spent its time checking every menu and every gadget – not to mention checking the mouse position and the buttons. This would take up a whole lot of processor power, and on a multitasking machine like the Amiga, that's not on.

When you aren't doing anything in *Deluxe Paint*, you can flip back to the Workbench display or run another application. You should hardly be able to tell that *Deluxe Paint* is patiently waiting for something to happen.

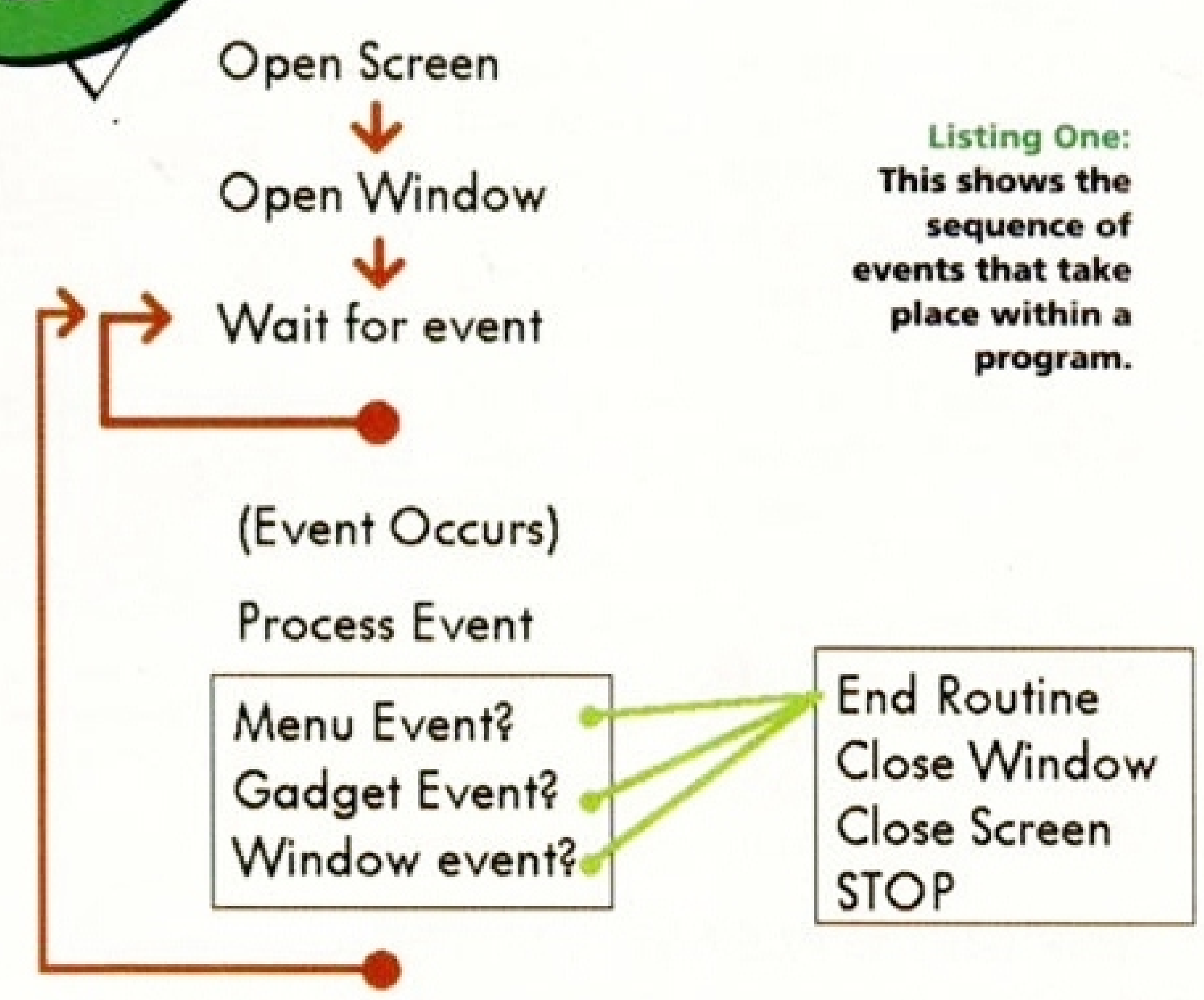
How does it work? Because that's the way the Amiga was designed. The operating system is always working in the background, and it's the OS which keeps track of which menu is selected in which screen. The application programs wait for something to do by asking the OS to let them know when something changes. The application programs can hibernate until the OS sends them a special message, called an IDCMP flag.

Everything that can happen in a Window, from a mouse click to a disk being inserted, is reported as an IDCMP flag. Look at the table for the magic value associated with each event (the numbers are in hexadecimal). Every window has its own port which can receive IDCMP messages, and it is up to you to choose the flags your program will respond to, and write the code that does it.

REMEMBER HOW IT WORKS

Here's a recap of how a typical program works (See **Listing One**). The program starts by opening a screen and a window. It then starts it's wait, waiting until an IDCMP event occurs. When an event does happen, the program determines what the event was. For example, if you select the menu option "About", the program displays a window with text in it. One of these events will at some point be a signal to quit: it could be a close gadget on a window or a menu option. When the quit signal comes, the program performs the code necessary to shut the program down. Until the quit signal is received the program then returns to waiting for the next event to be handled.

Ok, so enough practical stuff. Time to look at a real example. Enter **Listing Two** into your Blitz2 compiler and run it. It will open a screen and a window (we covered the magic spells needed last month), and then it will wait for



Listing One: This shows the sequence of events that take place within a program.

Flag	Event
$2	Window has been re-sized.
$4	Windows contents have been changed (a redraw may be necessary)
$8	Either mouse button pressed.
$10	Mouse pointer has been moved
$20	A gadget located in the window has been pushed down.
$40	A gadget in a window has been released
$100	A menu operation has occurred in the window
$200	The window close gadget has been selected
$400	A keypress has been detected
$8000	A disk has been inserted
$10000	A disk has been removed
$40000	A window has been made active
$80000	A window has been de-activated

```
; Open a screen to play in
Screen 0,4,""
; Open a Window
Window 0,0,0,320,256,$140f,"My window",1,2

; Main loop
Repeat
  Select WaitEvent
    Case $200   ; Close gadget selected
      Goto goodbye
  End Select
Forever

.goodbye
; Shut down everything!
  Free Window 0
  CloseScreen 0
End
```

Listing Two: Opens a screen and a window and then waits and waits and waits...

the close gadget to be clicked. Until that happens, the program will wait around indefinitely.

The Repeat/Forever stuff makes sure that the loop is always repeated (at least until something stops it), but the clever part comes next. The Select/Case/End Select commands are extremely useful for performing tests. Select is used with an expression, and Case is then used to act on certain values. For example, assuming there is a value in the variable "age", you could perform tests like this:

```
Select age
Case 18     NPrint "Sorry, too young."
Case 19     NPrint "Just right."
Case 20     NPrint "Sorry, too old."
End Select
```

Our program uses Select with the special Blitz variable WaitEvent, which returns an IDCMP value depending on what event has happened. Incidentally, if nothing has happened then this statement will wait (you can check this by putting a Print "*" statement immediately after the Repeat – watch what causes an asterisk to be displayed).

The IDCMP code $200 means that the close gadget in the window has been clicked on, and so our program immediately jumps out of the loop to a routine called .goodbye. This shuts down the screen and window.

THE MENU PLEASE, WAITER

So far our program is pretty uneventful and is certainly far from being the HTML display utility promised. Let's add a little more functionality by way of some pull-down menus.

Adding menus isn't very hard: there are only two essential commands to worry about: MenuTitle and MenuItem. One thing to remember is that you must define all the menus before opening the Window. When you close the Window, the menus will automatically be removed.

```
; Open a screen to play in
Screen 0,4,""
; Define menus

MenuTitle 0,0,"Project"
MenuItem 0,0,0,0,"Load        ","L"
MenuItem 0,0,0,1,"Save","S"
MenuItem 0,0,0,2,"About"
MenuItem 0,0,0,3,"Quit","Q"
; Open a Window

Window 0,0,0,320,256,$140f,"window",1,2
SetMenu 0

Repeat
  Select WaitEvent    ; Wait for something to happen!

    Case $100         ; Menu operation
      Select ItemHit

        Case 0; The Load option
        NPrint "Menu item load"

        Case 1; The Save option
        NPrint "Menu item save"

        Case 2; The About option
        NPrint "Menu item about"

        Case 3; The Quit option
        NPrint "Menu item quit"
        Goto goodbye
      End Select

    Case $200          ; Close gadget selected
      NPrint "Window close gadget clicked"
      End

  End Select
Forever


.goodbye
  Free Window 0
  CloseScreen 0
End
```

Listing Three: **It's all done with IDCMP flags – magic really!**

```
; Open a screen to play in
Screen 0,4,""
; Define menus
MenuTitle 0,0,"Project"
MenuItem 0,0,0,0,"About       "
MenuItem 0,0,0,1,"Quit","Q"
MenuTitle 0,1,"Edit"
MenuItem 0,0,1,0,"Load        ","L"
MenuItem 0,0,1,1,"Save","S"
; Open a Window
Window 0,0,0,320,256,$140f,"window",1,2
SetMenu 0
Repeat
  Select WaitEvent
    Case $100    ; Menu operation
      Select MenuHit
        Case 0 ; The first menu
          Select ItemHit
            Case 0; The About option
            NPrint "Menu item about"
            Gosub about

            Case 1; The Quit option
            NPrint "Menu item quit"
            Goto goodbye
          End Select
        Case 1 ; The second menu
          Select ItemHit
            Case 0; The Load option
            NPrint "Menu item load"
            Case 1; The Save option
            NPrint "Menu item save"
          End Select
      End Select

    Case $200    ; Close gadget selected
      NPrint "Window close gadget clicked"
      End

  End Select
Forever
.goodbye
  Free Window 0
  CloseScreen 0
End
.about
  ; This procedure puts up an about box
  Window 1,100,100,200,100,$1002,"About",1,2
  Use Window 1      ; Use the new window for i/o
  NPrint ""
  NPrint "Welcome to my Program!"
  NPrint " * Click to continue *"
  MouseWait         ; Wait for a mouse click
  Free Window 1     ; Shut the about window
  Use Window 0      ; Return to main window!
Return
```

Listing Four: **How to use more than one menu at a time.**

MenuTitle – menulist, menu, title

menulist
A number to provide an ID for the menu group structure.

menu
The number of the menu, starting with zero for a menu to the top right hand corner of the screen.

title
A text string containing the title of the menu, ie: "Project" or "Edit".

MenuItem – menulist, flags, menu, item, itemtext, shortcut

menulist
Defines the menu group to which this item will be attached.

flags
Controls the appearance of the menu

menu
The number of the menu title under which the menu item will appear.

item
The item number. Zero is the top item in the menu.

itemtext
The text on the item menu.

shortcut
An optional string containing a shortcut key.

Note: the flag values are as follows:

0 A normal select menu item
1 A toggle (on/off) menu item
2 A "Mutually exclusive" menu item
3 As 1, but switched on by default
4 As 2, but switched on by default

All that might look a little alarming, but here's the example code needed to set up a menu. There are four items in the menu: Load, Save, About and Quit. There are short cut keys for load, save and quit (the keypress is automatically handled for you – just pick a letter).

```
;Define menus
MenuTitle 0,0,"Project" MenuItem
0,0,0,0,"Load        ","L" MenuItem
0,0,0,1,"Save","S" MenuItem
0,0,0,2,"About" MenuItem
0,0,0,3,"Quit","Q"
```

That's all there is to it. You'll notice some extra spaces after the "Load" title, and that's because without them the menu text seems to get screwed up.

You might be wondering how our program can test to see which menu has been selected, but we have already covered this: it's all done with IDCMP flags. See **Listing Three** for the completed listing. It will open a screen with the required menu, and then wait for you to select one. When you do some text is displayed. You can quit the program either by using the Quit menu option or clicking in the close gadget. Hey, it's almost starting to look like a real program!

If you look closely you'll see that there are two Select/Case/End Select statements inside one another. This is because the IDCMP flag tells us that a menu operation has been carried out, but not which one. For that, we need to ask the special ItemHit value and this returns the number. Try putting in "print ItemHit" so you can see exactly what is happening.

You'll notice that one of the options is "About". Here is how to add a simple "About" box. After the print statement which says "menu item about", add the line "Gosub about".

Now add the following:

```
.about
; This procedure puts up an about box
Window 1,100,100,200,100,$1002,
"About",1,2
Use Window 1 ; Use the new window for
i/o
NPrint ""
NPrint "Welcome to my Program!"
NPrint " * Click to continue *"
MouseWait ; Wait for a mouse click
Free Window 1 ; Shut the about window
Use Window 0 ; Return to main
window!
Return
```

This little block of code opens a second window, makes sure it's used for output and prints a message. It then waits for the user to click the mouse button, and vanishes. Before this routine returns, it makes a point of ensuring anymore output is passed to the original window, number 0.

I'll leave you with a slightly altered listing which demonstrates how to use more than one menu (See **Listing Four**). You'll notice it means yet another nested Select statement, and the additional variable MenuHit. Sadly, we've still run out of time for some HTML processing, but we'll get to it soon!

NEXT MONTH:
How to add a file requestor to our program, ready to read in some HTML files.

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It started life as a Coverdisk submission for *Amiga Format*, it ended up as a *Format* Gold winning commercial release from Audiogenic – written in Blitz.



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Please allow 28 days for delivery



MailBag

Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

Letter of the Month

A CUNNING PLAN

I've got one of those idea things, you know the things that come from the brain, and here it is:- Why don't you make two versions of *Amiga Format*. One exactly like the magazine is now with all the adverts included, costing the small sum of £4.50 and another version without the adverts costing a slightly more expensive £50.

I know which one that I would choose, being the rich person that I am.

Russell Lewis

An excellent idea. Hurrah! Somebody has finally understood my point. I'm so happy, I could almost find a nice thing to say about Scottie. Send us your address and we'll be happy to supply an AF sweater.



The Zip drive is just as much a bargain for the Amiga as it is for the PC.

YOU'LL NEVER BEAT THE (NORTHERN) IRISH

I went to the Virgin Megastore in Belfast to purchase *SWOS 95/96* and then in excitement and anticipation I ran home to play it. The game is even better than before, with an almost unlimited combination of moves to put together and a slightly higher difficulty level.

I had a look at the Premier league and Cole was at Man.United, Brolin and Yeboa at Leeds and Ginola at Newcastle. This is great I thought, so I had a look at the Irish league team, Glentoran, whom I support passionately. To my dismay the team had not been updated from the old SWOS, which was still out of date at the time. Of all the players in the team only four are still at the club and they are far from regulars, apart from that everyone else had left two or more seasons ago. This is the same situation for the rest of the teams.

It makes you wonder how accurate the team line-ups are for the rest of the World. The worst sin is that the boys at Sensible haven't even split the Irish league into two divisions, something which came about at the start of this season.

This may not be important to anyone in England or elsewhere as most people would probably not know the difference. But for a game of £25 the least I could expect is an update of team listings. This is only a small gripe because I couldn't really complain about the overall game, but I do think it's a justifiable one. What do you think?

D.Court
Northern Ireland

It is a bit typical isn't it. I remember earlier versions of SWOS *which had England in the '94 World Cup instead of the Republic. Hopefully the Sensi lot will update everything properly in time for the next planned release.*

It's a little disappointing, but you are obviously easily pleased if you support the Glens.

Anyway, hopefully we will shortly have a SWOS editor on our Coverdisk. That will allow you to change the team line-ups, characteristics and so on. Look out for it soon.

JUST A QUICK MOAN

Why is it that Amiga users have to sometimes pay 50% more for the same hardware that is offered in PC type mags. I understand the market is smaller but people are not blind, perhaps they think PC hard drives won't work in an Amiga – well they do – as do modems and speakers. In some cases CD drives are useable too.

The prices displayed in Amiga mags must play a part in people moving on to other platforms. Having said that about hardware, I think Amiga software is good value for money at the moment. Thanks

The Gallery

sponsored by DMA Design Ltd

PUNISHER

By A. Gow, Norwich

Tremendous pic employing *DPaint IV*, *Imagine 3.0*, and *Photogenics* to bring its stylish aggression to bare.



to Escom, the future looks exciting for the Amiga.

Laurence Barber
via email

Well, that is a question only the hardware distributors can answer. But I'm sure reputable Amiga dealers would say that they provide support for Amiga users, which is more than can be said for PC box-shifters.

Anyway, companies like HiSoft do supply hard drives etc. at very reasonable prices – just look at the price of their Zip drives.

UNPLUGGED

Nice too see that you have stopped printing plugs for BBS's. I mean if I were to mention that I ran a BBS called CyberPower BBS that's open 10pm to 7am, on 0144-322-6418 that it has Aminet access, Fidonet and all the latest Amiga news as it happens, I would be, well I would be getting a free BBS plug. Lucky that I didn't then eh ?

Tom Davies
via email

Indeed you are. It's nice to see that someone appreciates my firm stand on this sort of behaviour.

LOST IN CYBERSPACE?

What's happened to the support for the Amiga comms scene? I can appreciate that the internet is a massive success but there is a large number of BBS sites out there which you seem to have forgotten! Almost all of the Public Domain software that gets reviewed in your magazine has originated from various BBS sites not on the Internet. Granted some new stuff does come from the Internet but the majority of it originates from the private BBS scene. I know, because over the last two years various magazines like NFA and PD/Productions, have had over 100 reviews.

When you call a private BBS the sysop has control over what files are available. The Internet is running wild with pornography, piracy and files on how to blow off your arms. Once a file is on the Internet it is almost impossible to delete as it goes to hundreds of sites within a few days.

A private system is also generally used by only two to three people at any one time so the system does not slow down to a snail's pace on a Sunday! This does, however, restrict the number of users that can connect in a 24 hour period. But to compensate for this there are hundreds of private systems around the world including sites in many eastern block countries.

As far as E-mail goes the Internet wins hands down. However, there are some really good mail networks that connect thousands of users across Europe. To name but two "The Missing Link" and "Fidonet". Most private BBS sites will support fairs so we do our bit for the Amiga scene!

A point worth mentioning to parents who may be reading this article. Don't just buy your child a modem and give them an hour a day on the telephone. Sit with them and monitor what they are doing as there are some very very strange people out there. Give them some of your time, even if you don't really understand what they are doing you will recognise things like "Randynurse.jpg" and other such titles.

Well that's enough moaning on; I would now like to be blunt and ask for some plugs for our UK bulletin boards. All the latest issues of The Word are available and people may wish to upload the articles they want to be included.

All these sites are open from 8pm to 8am and are mail linked.

The Big Hard One 0116 2661610
NFA Headquarters
28800 bps

Bugged Out BBS 0116 2375147
NFA Mail Dist site
14400 bps

Warp Speed 0151 9286610
NFA Tempest Support Site
33600 bps

Rigsby BBS 0153 0260160

Continued overleaf ➡

GOLDEN OLDIES

I am writing with reference to the letter that was written by David O'Conner and printed in issue 79 of your (insert word of praise here) magazine. I am a games collector and the title of David's that I am particularly interested in is *Battle Tech*.

I would like to tell David that his games are indeed collectable – if not all exactly prime examples of good games – but £50 a game is setting your sights a bit high! I would like to purchase Battle Tech for around £30-£40 – if it is indeed in "mint" condition – but obviously for less if it has missing manuals etc.

I recently bought issue 78 of your (insert word of praise here) magazine as I saw that you were giving away *Real 3D*, I liked the magazine so I've decided to continue buying it but unfortunately I'm having horrible problems with *Real 3D*. You say that an A600 can produce the fantastic images contained on the *Real 3D* disks but I can't for the life of me get the pictures or the textures to load.

I've gone through Workbench and changed the icon path but I can't have done it correctly because when I try to load the files in question it requests some disk I don't even have! Please please tell me what the hell I have to do in order to load this excellent program, or is it that these pictures actually can't be loaded on an A600?

Aynsley Gray
Basingstoke

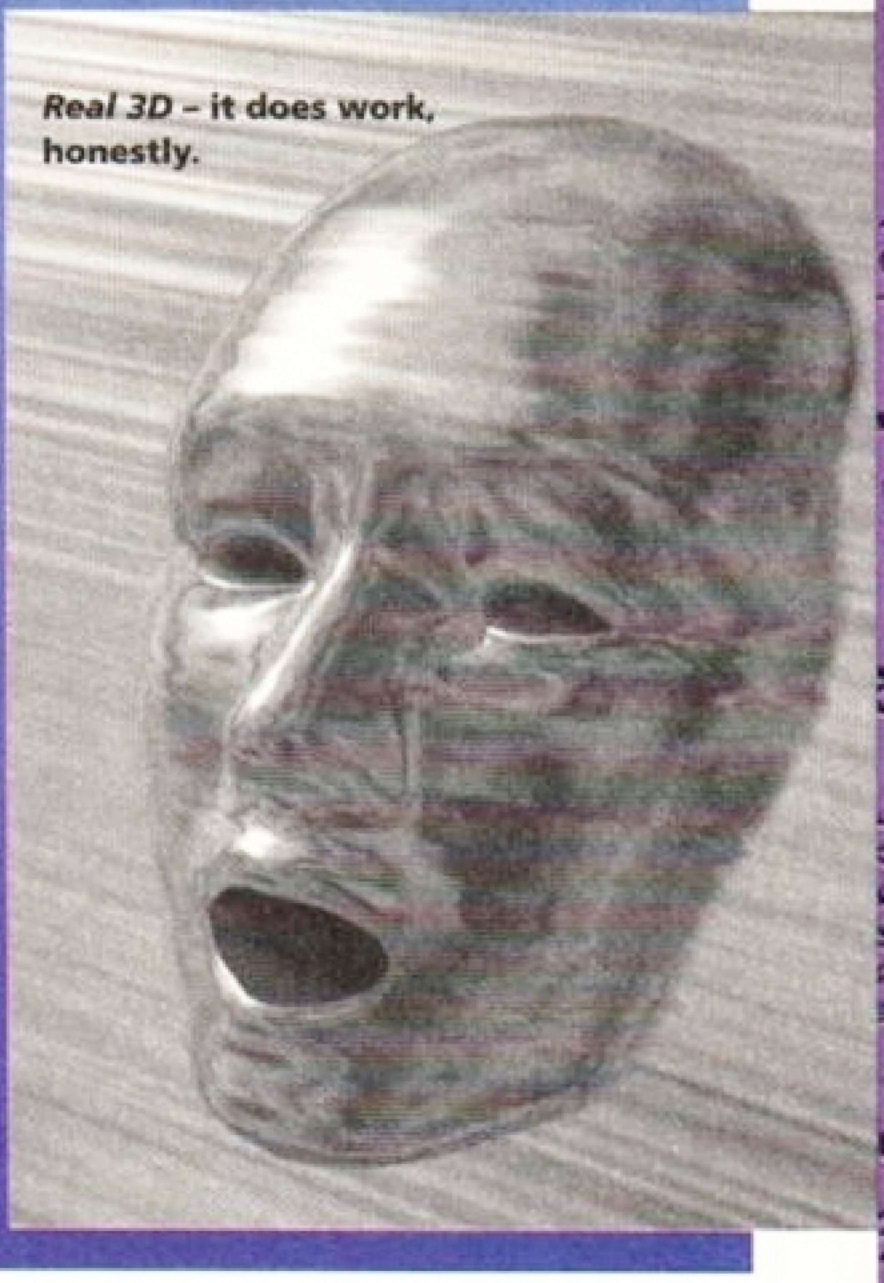
Well, there you go. We'll pass your letter on to David so he can think over your offer. I'm sure that some old games, in good condition, are worth a small amount of money. What price an original version of Lemmings? Or Starglider? Or Xenon? Or Project-X?

Your Real 3D problem sounds like the assigns are not being made properly. Simply add the following line onto the startup-sequence:

ASSIGN REAL: <pathname>

Where the pathname is the path to the directory where you installed Real 3d.

You can view the picures using the utilities on the disk, or even using a normal viewing program like Viewtek.



***Real 3D* – it does work, honestly.**



MAGIC *By T. Evans, S. Wales*

An A4000 with 10 Mb of RAM and *Imagine 3.0* helped in the evolution of this cryptic picture.





IN THE HALL & BY THE WALL *By Ole Petterson, Copenhagen, Denmark.*

As Ole has proven, if you don't get picked for the Gallery first time, try try again. Picture created using *Imagine 3.0*.

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All speeds of modem may connect to our sites from 300 bps upwards. We believe that a lot of people buy cheap modems for a start and then if they enjoy what they see a faster modem normally follows. We are doing our best to provide a good service to our users and most of us have invested in high powered machines and large storage devices. We leave them running throughout the night for other people to use. All we are asking for is a little support from the magazines we buy every month!

Deck the Ripper of NFA
Leics

We are not totally dedicated to the Internet, but it is a very visible area of comms, and the fastest growing. Even Amiga Technologies have got in on the act. But you are right in that the Internet isn't everything and we will hopefully be running some more conventional comms features too – I seem to remember we had a large feature on Fidonet fairly recently and I see no reason why we shouldn't continue to cover BBS services.

IF ANYONE CAN...



I recently purchased a new Canon BJC70 colour printer. As you probably know, these printers are nearly all supplied with printers for the IBM PC's Windows and DOS only. Whilst it is thoughtful to include these in the first place, it naturally doesn't help us Amiga owners.

I'm a registered user of the *Studio 2* printing package, through which I'd obviously be able to select a 'suitable' but not dedicated printer driver. When I returned my new printers' Warranty card, I included a letter outlining my concerns. This Warranty card and letter was sent first class on a Monday, and on Thursday morning of that same week I received a reply back from Canon (UK) Ltd.!

Enclosed was a disk of Canon printer drivers (a reduced 'Canon Studio') including one dedicated to the BJC70. As if this wasn't enough, because the disk was a bit 'outdated' there was a note included stating that they'd informed the separate section of their company who produce the printer drivers and had received a reference number and confirmation that I am to be sent the latest version of the BJC70 printer driver as soon as it's ready. Now that's what I call service!!

Not only had they shown that they'd actually read and taken notice of what I'd said in my letter, but had obviously acted on it extremely quickly, resulting in only a four day turnaround from the time I had put my letter in the postbox to receiving their reply. Brilliant, don't you agree?

I've no reason to suspect that other buyers of Canon products would be treated differently and Canon (UK) Ltd. are to be congratulated.

David S. Duncan,
Chester.

It isn't often that we get letters of wholehearted praise for peripheral manufacturers, but it is nice when we do. I would agree that, unlike some printer manufacturers, Canon do take a great amount of interest in the Amiga market. They certainly win the AF Best Printer Manufacturers of the month award, and I'll be sure to present them with their AF-pin badges when they next come to visit us.

SENSIBLE SOLUTION

As a registered user of *Sensible World of Soccer* I was interested to see that in your last issue Sensible Software have released a new version of the game. About six months ago, being a registered user, I received an update of the game that was supposed to get rid of all the bugs and improve the actual game itself, so I was wondering if Sensible Software was considering doing the same with the new version. Also I wonder if you could you tell me if this version will be hard drive installable as I own an A1200 with 210 meg hard drive and it is very infuriating when software companies release games that cannot be installed to hard disk.

Stuart McCallum
Isle of Wight

As you have no doubt found out by now, you can't install SWOS '95- '96 *on a hard drive either. The game is more than just a bug fix though, and has several useful improvements, including the training option and better management of trial and loaned players.*

Some games manufacturers still believe that piracy is a big threat to their income. One wonders whether SWOS *would be topping the all-format charts if it wasn't copy protected. But it is something which is an annoyance to many readers, as we are about to see...*



Sensible World of Soccer '95-'96 – much more than just a de-bugger.

MORE BOTHER

As a regular reader of your excellent magazine, I hope that you can do all of your readers a favour by printing my request. I own an A1200 with a hard disk and I try to only purchase software that will install onto it.

If any of your readers are in the unfortunate position where HD installation is desired but not available, then write to the software publisher in question pointing this out. If enough people moan about this problem, then surely something will have to be done about it, i.e. HD installation may become standard for all Amiga software.

By taking a little time to raise the problem, the Amiga user may just get what they want from the software they buy.

Nicholas Rock,
West Midlands.

It certainly is the case that many people now have Hard Drives and even CD-ROM drives, so it is hard to understand the reluctance of games companies to produce hard-drive installable games. If piracy is the reason, there are other ways to protect against it, and all software can be cracked anyway, whether it has custom disk formats or not.

But when it comes down to it, it's a choice made by the software houses. If you want to change their minds, all you can do is write to them and convince them that you won't buy their games unless they are made HD installable, if that's how you feel.

ITALIAN JOB

Please print my letter because I've got a bit of a problem at the moment. It was last weekend and I decided to go out to the computer shop and buy a game. I only had £10 on me then I saw this game with a £9.99 sticker slapped on it. Great I thought as I took it off the shelf and gave the spotty kid at the desk my money. Oh hang on I haven't told you what the game was yet have I. It was a game called *Castles* a cross between *Sim City* and *Populus* – so it said on the box.

I rushed straight home to play my newly purchased game. I stuck the disk in the disk drive and turned on my beloved A500+, the game started to load, up came the title screen then a few moments later the dreaded copy protection screen. The copy protection itself was not a problem it was the fact that it was in Italian, as you can guess not my first language. I opened up the manual to see if I could find out how to change the language but bugger me that was in Italian too. Anyway, if you are Italian or you can speak Italian and you want to buy my game off me write to me at:
50 Mill Road, Whittlesey,
Peterborough, PE7 1SN.

Jamie Thompson,
Peterborough.

Well, that speaks for itself. If you did buy it from a shop though, you are entitled to your money back – unless it had a big sticker on it saying "Only buy this if you speak Italian."

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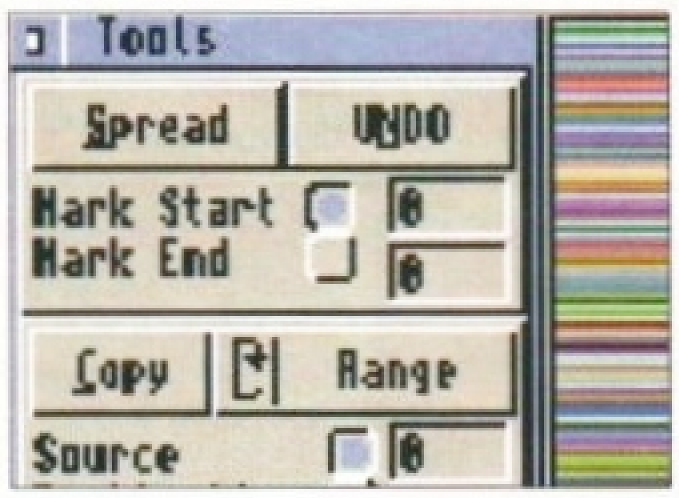
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AMIGA FORMAT COVERDISKS








Create a game without knowing the first thing about programming or get hooked on the excellent *Super Foul Egg*.







It could be one of the best 3D games ever. This one level demo is just a taste of things to come.

Alien Breed 3D II

The eagerly awaited demo from Team 17. Prepare yourself for *The Killing Grounds*.



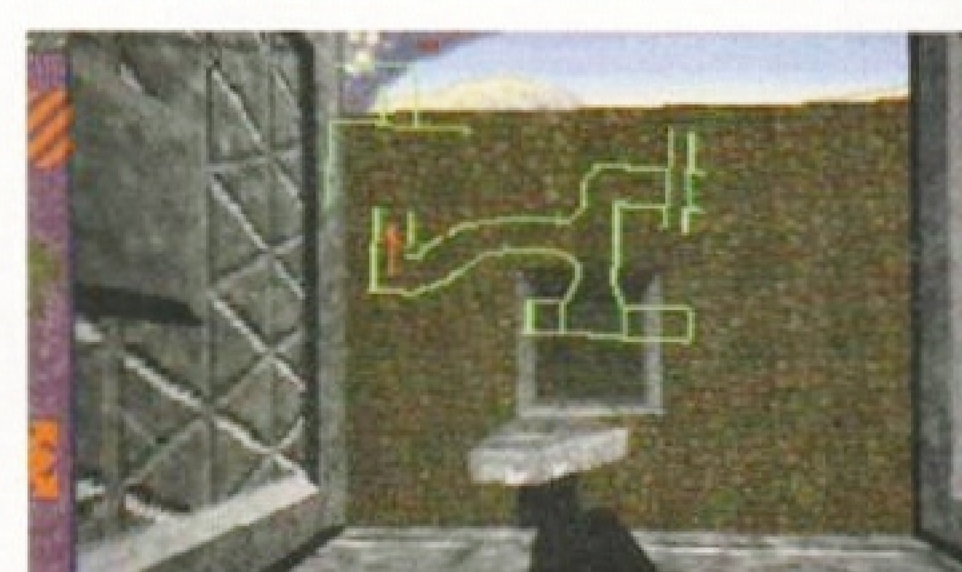



It doesn't happen in the demo, but this section is just crying out for a creepy underwater creature to grab you.

Team 17 reckon the 3D engine driving *The Killing Grounds* has some zippily fast routines that not only match upcoming PC buster *Quake*, but beat it hands down.

You can make your own mind up because we've managed to secure a tremendous single level demo of the game.

Not from the finished version mind – Team 17 felt that it was important to give people a feel for the game without letting too much slip about *The Killing Grounds* final mission structure.



Using the overlaid map can be incredibly handy especially when lost in a dark tunnel.

What you do get though is a spookily atmospheric level. It also lets you see many of the features which make it a potential *Breathless* beater; curving and flooded corridors, jumps, grungily realistic texture maps, realistic lighting, and scary monsters reliant on line of sight to spot you. In all it adds up to one of the best coverdisks we've had in ages.

A one level demo of *The Killing Grounds* and the highly addictive *Super Foul Egg*. Two excellent games and the software to help you create your own. What more could you possibly want from your Coverdisks.



To make the leap of faith, run and then jump. If you fail, hold your nose.



Despite the high overheads required to run the game, we're mightily proud of this demo.

JUST IN CASE

If playing *Breed 3D 2* from floppy, be aware of the following. Some configurations may not read the created second disk if it's put into DF0: This can easily be fixed by placing the second disk in DF1: where applicable.

There's a different feel to each of the little pockets residing within the whole level. Wading about in the water surrounded by unfriendly dungeon like walls is discomforting. Treading along in the dark and suddenly seeing a robot's searchlight scanning the tunnel is truly scary.

To help pacify the baddies, there are two weapons included in the demo – the shotgun you start with and a plasma gun that has to be found. It's worth finding the plasma weapon just to see how well the lighting effects work. Try firing it off when you're inside the unlit tunnel section.

Also worth checking out are the looking up and down features; especially when you're standing on the ledge that can be jumped over. This feature moves fluidly rather than in increments like *Breathless.*

Incidentally, you have to run before attempting the jump onto the ledge. It can be a bit tricky to get your fingers in all the right places and press the jump key at the same time, but persevere because it's well worth it.

Everyone in the office who took a shot at the game was mightily impressed. Especially by the dark tunnel sections.

WHAT THE CONTROL OPTIONS DON'T TELL YOU (AND WHAT THEY DO)

This demo is an early version of the game engine. Therefore, the CD32 control options haven't been implemented. Pay special attention to the keyboard controls highlighted in this little box.

DIRECTION KEYS:

Turn Left: Left Cursor
Turn Right: Right Cursor
Forwards: Up Cursor
Backwards: Down Cursor
Fire Weapon: Right Alt Key
Force Sidestep: Right Amiga Key
Sidestep Left: .
Sidestep Right: /

ACTIONS:

Duck: D
Look Behind: L
Look Up:]
Look Down: #
Jump: 0 on the cursor pad

MAP:

Map On-Screen/Off-Screen: Tab
Zoom In: F1
Zoom Out: F2
Cursor Pad Keys 1-9: Scroll the map around the screen so that it doesn't interfere with your vision.
"5" Centres the map.



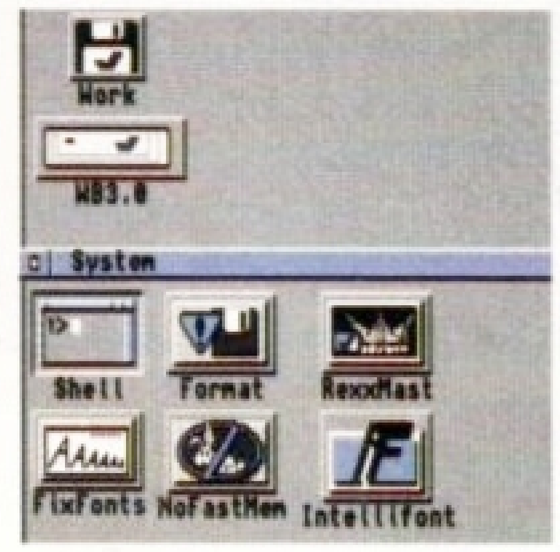
If you can see this guy this close then you're in trouble. Retreat and fire as much as you can.



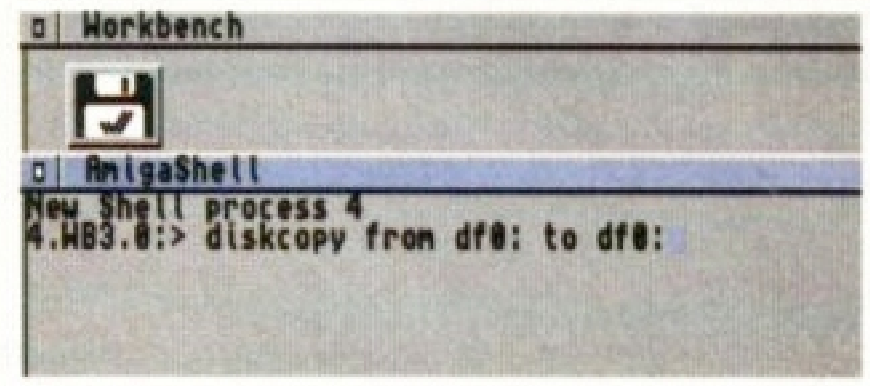
Robbie the Robot got Maria the Microwave into a spot of trouble. Maria's father took swift action.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is really very simple. Just follow the stages below...

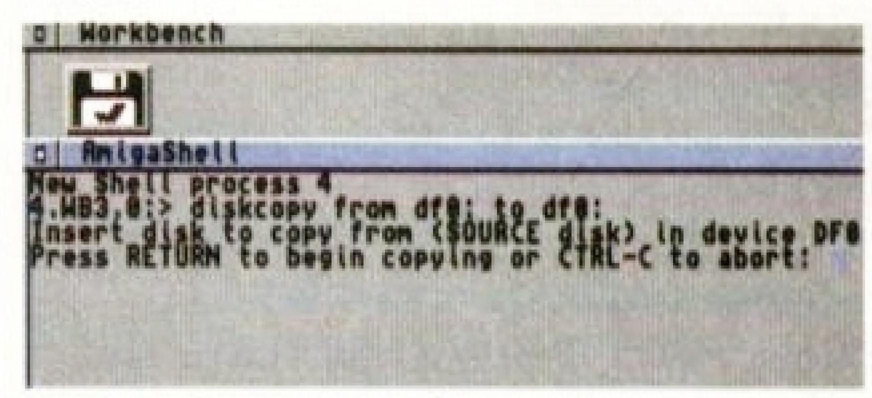


1 Boot up with your Workbench disk and find the Shell icon, in your system drawer. Double-click on this to go into the Shell.

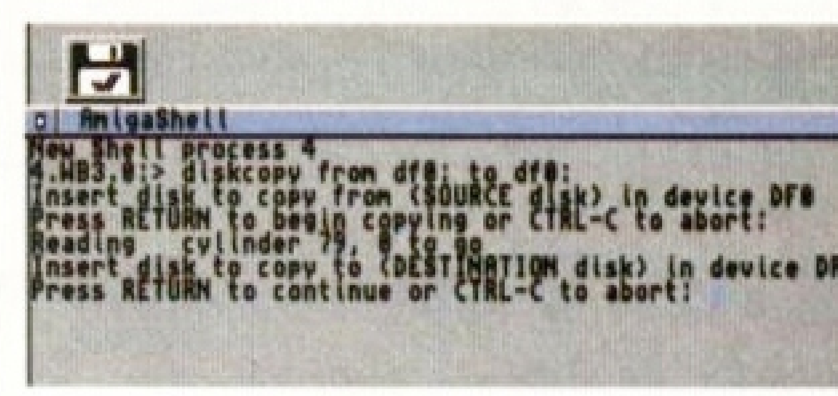


2 Type in the following line (with a *zero*, not the letter O), taking care to put the spaces in the correct places:

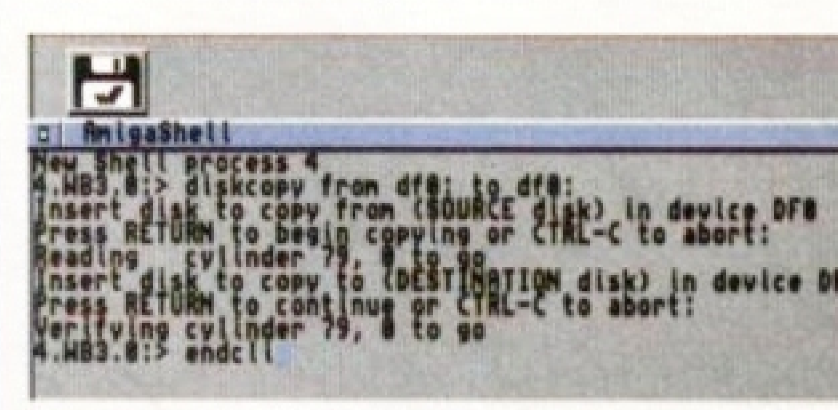
DISKCOPY FROM DF0: TO DF0:



3 When asked for the Source disk, insert your write-protected Coverdisk and press Return. All of the info on this disk will then be copied from the disk into memory.



4 Once your Amiga has read the info, it will ask for the Destination disk. Insert it and press Return. All information on this disk will be destroyed.



5 On an unexpanded machine, the Amiga may ask for the source disk again, because it copies in chunks. Finally, type *endcli* to close down the Shell.

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any damage occurring during its use. If your disk is faulty, send it back, including an SAE, for a free replacement to:

***Amiga Format* (insert name of disk)**
TIB PLC
TIB House
11 Edward Street
Bradford BD4 7BH



Ever wanted to create your own platform games but been hampered by a complete lack of programming knowledge? *Game Engine* is just what you need. David Taylor explains.

RUNNING THE SOFTWARE

The software on this Coverdisk needs to be unpacked to three separate floppy disks. You therefore need to format three disks so that you have them blank and ready. Then simply boot the Coverdisk. Because of the amount crammed on, you will be asked to insert the other Coverdisk from this issue at one point, because it has to take a few files from there. The whole process is entirely automatic – just follow the on screen instructions.

***Game Engine* requires an A1200 to run and must be loaded through Workbench. Although it cannot be installed directly to hard disk, you can install the program to hard disk after the floppies have been unpacked. To do this, simply copy the contents of the main disk to your hard drive and add an assign for "GE_Demo" either before running the demo or in your user-startup. You will still need to make sure that the data disk is in DF0: (the internal drive) when you run the program. Users with two floppy disk drives should note that in order for everything to run properly, you must place the main disk in DF1: (the external drive) and the data disk in DF0: (the internal drive).**

GAME ENGINE

You might think that it sounds unrealistic to create a game without knowing the first thing about programming, but *Game Engine* makes it possible. There are several separate parts to the program which allow you to design your own screens and levels using the available tools. You can also load in parts designed in other packages if you have used them.

You can use the Animation editor to link up the frames for the hero or enemies and then choose a background. The Construction editor can then be used to bring all the elements together. For details on each of the areas, take a look at the *Game Engine* - Screens Explained boxout.

SUPER FOUL EGG

This game has caused quite a few missed deadlines in the office. It's an addictive variation on the *Tetris* game for one or two players and is really a clone of other games such as Dr. Robotnik's *Mean Bean Machine* and *Super Puyo Puyo*. As the multi-coloured eggs that are the equivalent of Tetris blocks fall, you need to manoeuvre them so that you can match the colours up. If you get a colour to land on top of, or next to, an egg of the same colour, it will join with it and if there are four or more eggs joined together they will disappear.

However, there's more to it than that. As you complete sets, you will make a stone fall down on your opponent's screen. These stones cannot be linked up and prevent others from linking up with previous sets.

The best strategy is to set up lots of rows one egg short. This means when you drop a piece in, more than one set can be completed at the same time. This will cause a bombardment of stones to fall on your opponent instead of just single ones, believe me they will soon start swearing at you.

The game is remarkably easy to get into, but very hard to stop playing. The diagram shows the different options available for you. Just try not to come to blows with your friends.

Note to A500 users: You cannot use this month's Coverdisk because it had to be formatted to Workbench 2 format in order to fit everything on. However, *Super Foul Egg* is actually A500 compatible. If you find a friend with an A500+ or above, you can de-archive the *Super Foul Egg* disk on their machine and this will work on your machine. Our apologies: there was absolutely no other way to compile the disk this month. Unfortunately, there is no way that we can de-compress the disk for you – you will have to find a friend to do it.

Super Foul Egg - Complete Game



The totally addictive *Super Foul Egg* is an easy game to play, but has several options that can be set to adjust the difficulty level. Adjusting the options is done by moving the pointer over the boxes and pressing fire.

1. This sets the players – you can play against a friend or against the computer or play a practice game.

2. Set the level of ability of the computer opponent and set the drop of eggs to manual or computer controlled.

3. Set the amount of layers that appear at the start and the speed of further eggs dropping.

4. The number of different colours adjusts difficulty. More colours makes it harder to complete a group of eggs.



5. This is used to select the control method. Clicking on the icon will change between keyboard and joystick control.

6. This selects the level of the competition by setting the number of wins required to win the entire game.

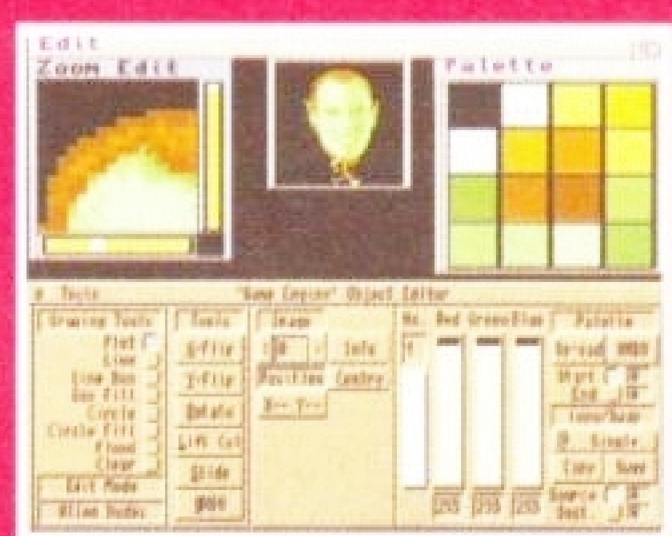
Game Engine

Game Engine - Screens explained

Getting around the *Game Engine* demo is easy. Each part of the program is accessed through a separate screen. Here's a guide to each of the editors...

This is the Map editor where you take the individual blocks created in the Block editor and set the map so that it creates a level.

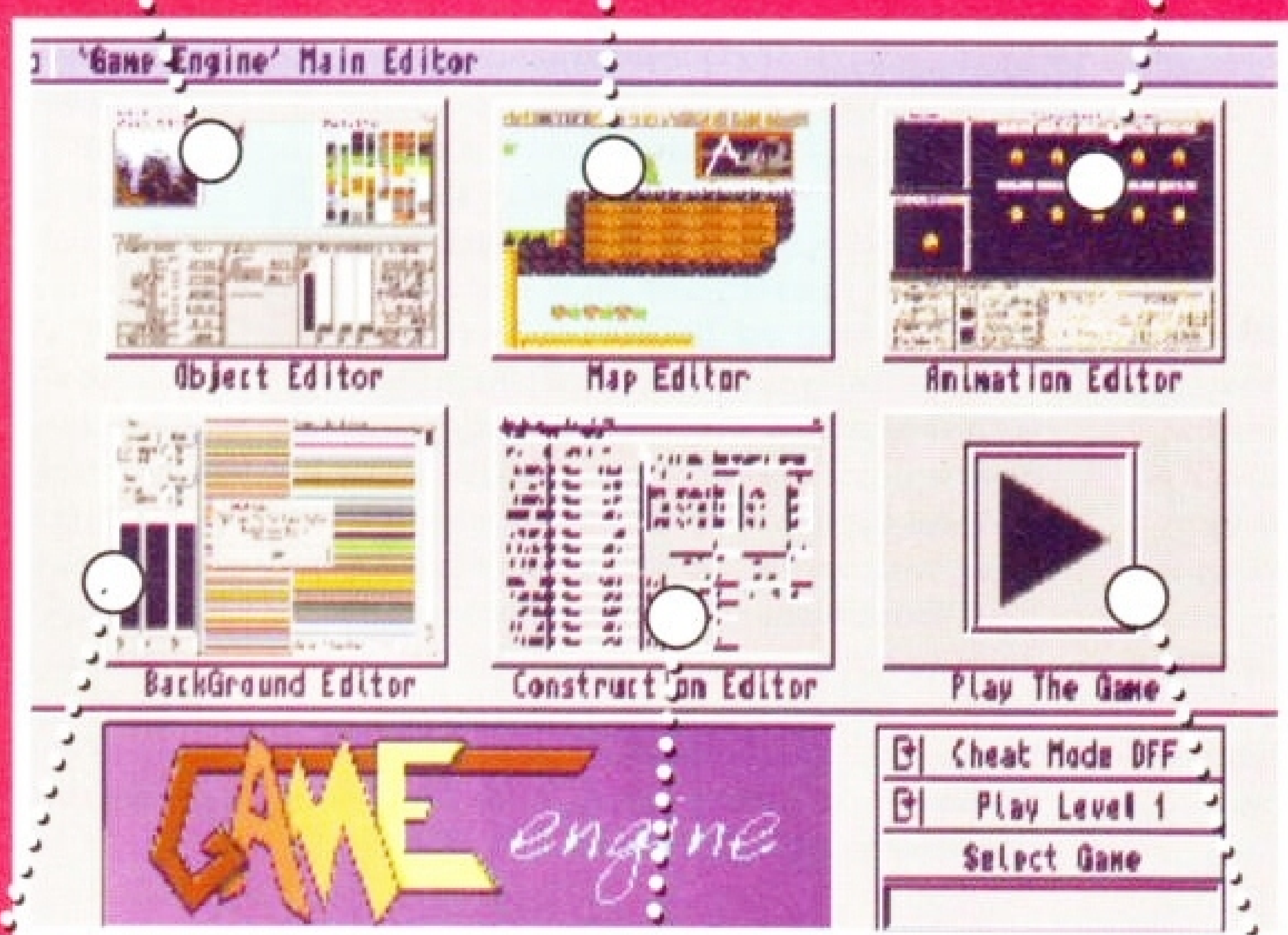


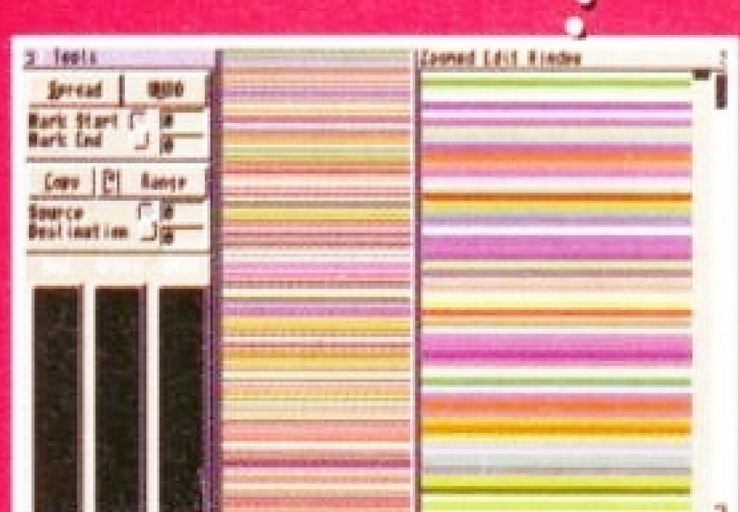


The Block editor is used to draw individual blocks both for the level map and for the sprites.



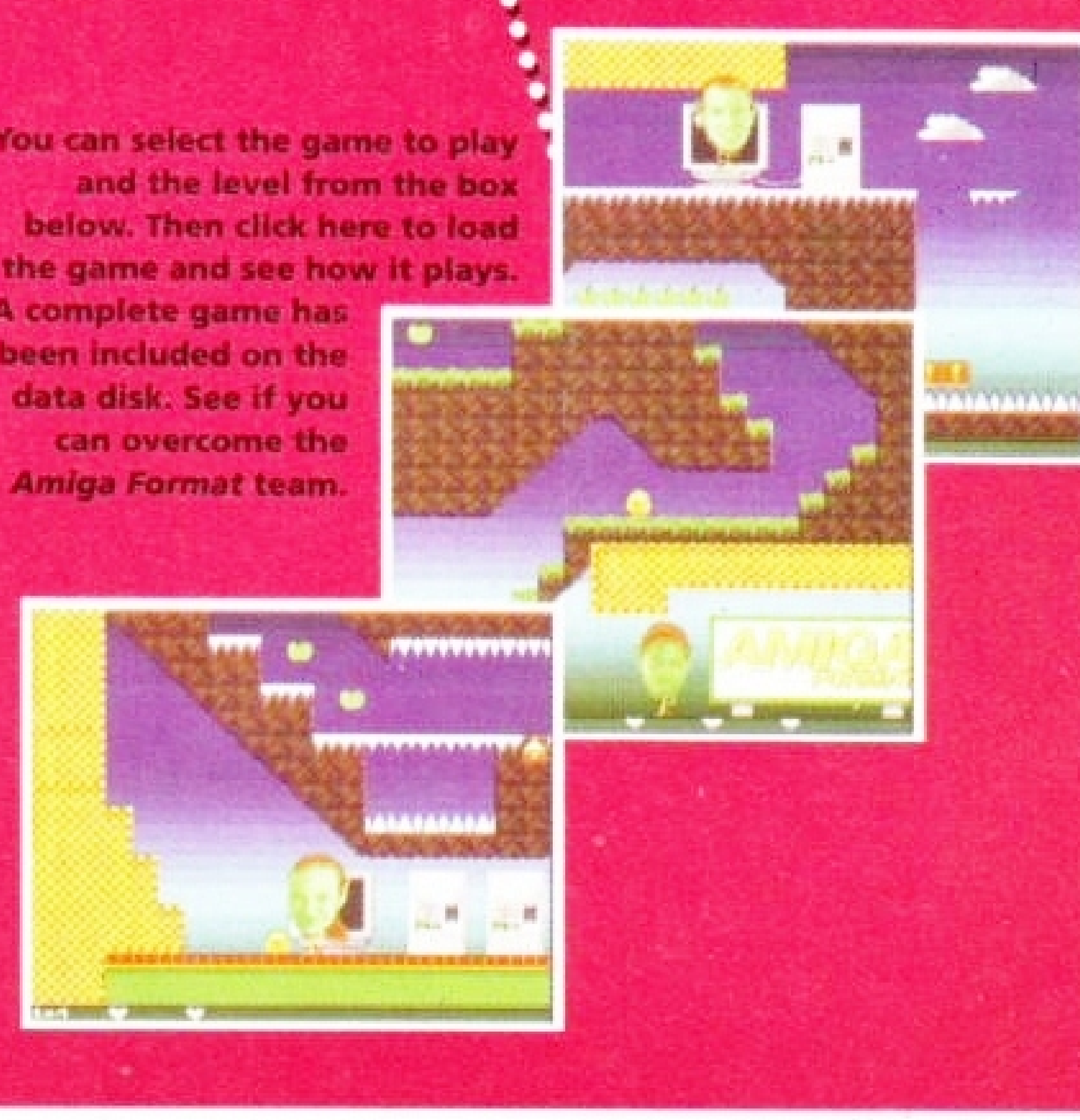
The Animation editor is used to join the sprite blocks together for the animation of heroes and enemies used in the game.

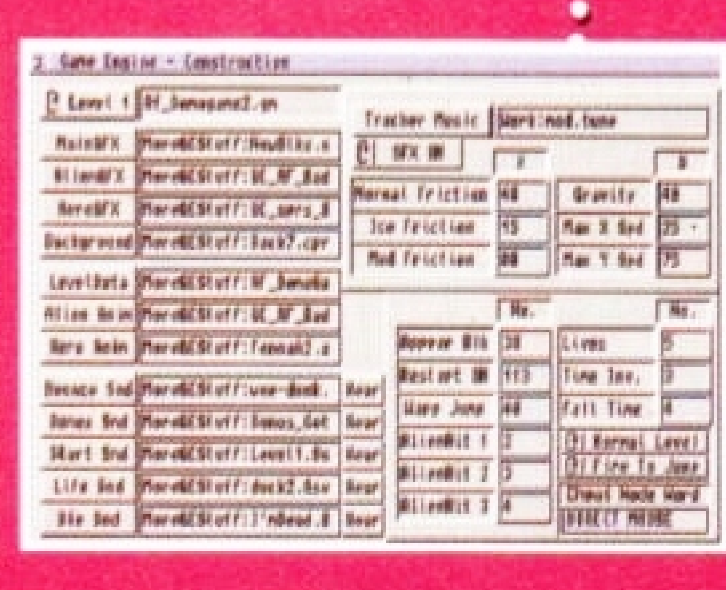




The Background editor allows you to adjust the colour striping that appears as the background to levels in the final game.

You can select the game to play and the level from the box below. Then click here to load the game and see how it plays. A complete game has been included on the data disk. See if you can overcome the *Amiga Format* team.





The Construction editor is the part that brings all the elements together to create the game.

CAN'T GET YOUR DISK SOFTWARE WORKING? CALL
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0191 584 0682

AMIGA FORMAT COVERDISKS



EXTRA!

Your Coverdisk should be working fine, but if it's not, these hints, tips and corrections should sort out the problem quickly and easily.



WORMS (*AF79*)

The amount of telephone calls to the Coverdisk helpline about Worms suggests that many of you weren't very careful when decompressing this game. It is easy to ruin your Worms Coverdisk by not changing to a blank disk at the correct time in the procedure. The result is that Worms disk One is decompressed over the Coverdisk, losing the compressed Worms Disk Two file in the process. Before using any Coverdisk write-protect it first and then make a spare copy.
(if you don't know how to copy a disk see the box on page 115)



ULTIMATE WORKBENCH UTILITIES (*AF80*)

If you are having trouble reading the documentation that accompanies the Workbench utilities it is likely that you don't have the tool that your Amiga looks for when you double click on a doc icon; e.g. Muchmore, Multiview, AmigaGuide etc. Or that these aren't set up properly on your Workbench.

You can use a word processor or a text editor to read the docs, or use the program ordering included in the collection.



ZEEWOLF 2 (*AF81*)

Many readers have phoned in saying they are having problems with *Zeewolf 2*. One meg A500 users who have two floppy disk drives should disconnect the external drive to make more memory available to the game. Unfortunately *Zeewolf 2* just doesn't seem to work at all with some accelerator cards.



FINAL WRITER 4 LITE (*AF82*)

If *Final Writer*'s pull-down menus won't pull down it is probably because you are running a menu enhancement commodity (i.e. *MagicMenu*). Such programs don't work correctly with *Final Writer* and should be disabled. In order to print *Final Writer* documents it is vital that you have the correct printer driver installed in the devs/printers drawer of your Workbench disk and that the driver is selected and configured using Workbench's printer prefs utilities. Your Workbench manual describes how to do this. To print out larger documents *Final Writer* requires more memory. If you are using the program on a 2Mb machine, try to maximise the amount of memory available to *Final Writer* by removing any utilities or commodities running in the background – if you still experience problems, use Workbench's prefs utilities to alter the Workbench screen to a lower resolution screenmode with less colours and no backdrop pictures. Lastly, it was inadvertently stated that *Final Writer* works on all 2Mb+ Amigas. Sorry, but it's incompatible with old Kickstart 1.2/1.3 machines.

GENERAL PROBLEMS

I often hear from people who have returned their Coverdisks for replacements several times and are still meeting with the same problems. The most common are Read/Write or Checksum errors which occur during the decompression process. It is important to note which disk is in the drive when such errors occur – is it the Coverdisk or one of your own disks? If it's one of your own disks then that is the disk with the problem, not the Coverdisk. Did you format your blank disks correctly? Try re-formatting them and make sure that you do a full format not just a quick format, use the verify option and make sure you format from your Workbench, not from utilities like *X-Copy*. Disable *Directory Caching*, *Trashcan* and *International Mode*. Don't decrunch to HD (High Density) disks as these can be unreliable. **Always write protect and back up your Coverdisk *before* you use it.**

IF YOUR DISK IS FAULTY...

Please remember that the technical helpline above is purely for difficulties you have getting the programs to work properly.

If your disk is physically damaged, bent, broken with a loose or missing shutter, it should be returned to the duplicators for a replacement at the following address:

AF DISK NUMBER XX
TIB PLC
TIB HOUSE
11 EDWARD STREET
BRADFORD BD4 7BH

This includes any system messages you may get saying: **"Read/write error"**, **"Disk invalidated"** and **"Checksum Error"**.

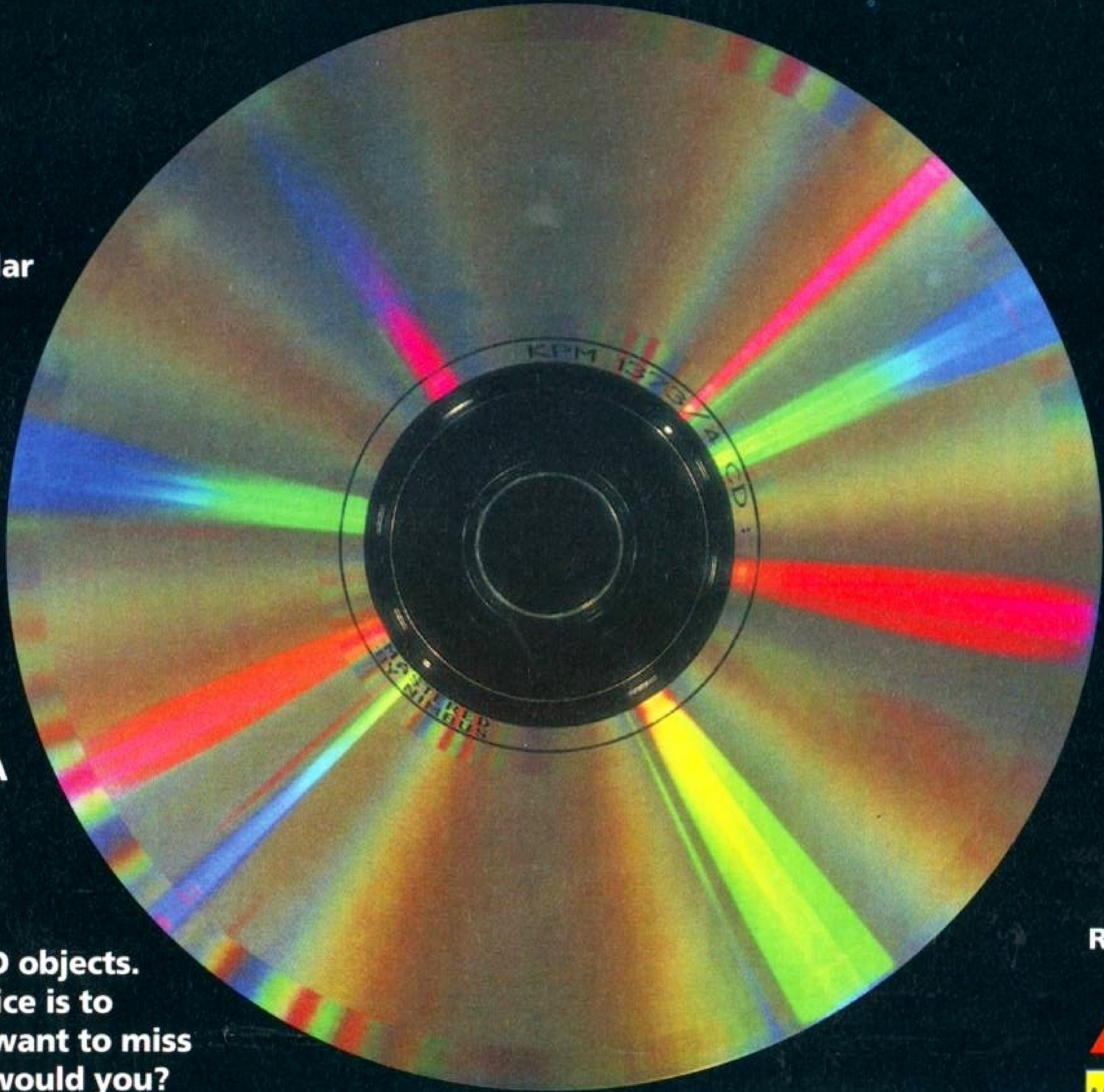
In this case, the disk has been damaged and needs to be replaced.

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Wizard Developments	29	01322 272908

A FRIENDLY WARNING!

In response to unprecedented popular demand, and in a shabby effort to get our hands on lots of nice CD equipment, I can now reveal that next month, *Amiga Format* gives you a choice. You can either choose *Amiga Format* regular, the tried and tested choice of a generation, full of useful features, reviews, tips and tutorials with two jam packed floppy disks, or you could opt for new, added value *Amiga Format* CD with built in stain digesters. That's right, next month A CD version of *Amiga Format* will be gracing the shelves – over 600Mb of software including full commercial programs, demos, games, utilities, animations and some remarkable 3D objects. Numbers will be limited, so our advice is to reserve a copy now – you wouldn't want to miss out on the *AF* event of the decade, would you?



June issue on sale Thursday, 9th May

RESERVE YOUR COPY OF AMIGA FORMAT

MAG*SAVE

You can reserve any issue of *Amiga Format* at many newsagents, including branches of WH Smith and John Menzies.

GET STARTED

Multimedia At Its Best!

- ✔ Simple and Easy-to-use
- ✔ Educating and Informative
- ✔ Entertaining and Exciting
- ✔ Powerful and Amazing!

Main Contents List:



The History of the Amiga
Who invented it? The old Commodore, its bosses, ideas, mistakes etc. The Escom rival and much more.

Amiga Environment
What is your Amiga? Why is it so special? What is the 'scene'? Who are Amiga Technologies and what do they do?

The Amiga Hardware
Inside, outside, ports, chips all explained

Workbench and DOS
What is it? Using it. Data and file management, Workbench environment tips, the CLI, advanced WB and CLI tricks

Programming
AMOS, Blitz, assembly, C, Amiga E and AREXX examined

Become an Artist Overnight
Raytracing, 3D, animation, bitmap drawing analysed

Become an Amiga Music Maestro
Octamed explained, MIDI discussed, musicians interviewed

Getting Your Words into Print
Word processing, Desk Top Publishing, Printers, Clipart etc

Surfing the Super Information Highway
Intro to the Internet, Surfing the Internet, WWW design, Amiga Internet Providers, Amiga Internet software. The Amiga Technologies Internet pack taken for a test drive.

General Arena
Emulation, Operating Systems, Storage Systems, Amiga in Business, Multimedia etc etc etc

The Amiga Future
Where is the Amiga going? Amiga Technologies' plans, Amiga visions, possible industry comments. Amiga "Visions" - the companies that will bring us innovative products in 1996. We interview Intersect Developments, Fields of Vision and more.

And Finally
Credits, thanks and anything we have forgotten!

Also!

- Full version of DOpus v4
- Full version of Octamed v5.04
- Other full programs (TBC)
- 'Test Drive', exclusive version of Wordworth 3
- Limited Version of PPaint v6.4
- 'Get Connected' to the Internet - all you need, all ready to go!!
- Essential PD to Get Started!
- Exclusive stuff from various user groups and companies!

The world's first truly AGA multimedia, interactive compact disc. Designed for beginners, new users through to intermediate (and higher!) levels, it helps an Amiga user understand more about their computer and what it is capable of. Covers many subjects from raytracing to the Internet and from programming to music. Many 'well-known' experts and Amiga-buffs are contributing to this CD. They offer help, answers, tips, tricks and more. Want to know how the experts create a WWW page? Global Internet show how! Stuck using Internet software? John Kennedy explains all. Also contains forums, opinions and a look to the future with top Amiga developers. Comes with a FREE bonus beginners section with commercial programs, commercial demos and all the PD you need to Get Started, all ready-to-run. If you have an AGA Amiga with a CD player, then get this. PC multimedia CD's are here!



German version due September 96.

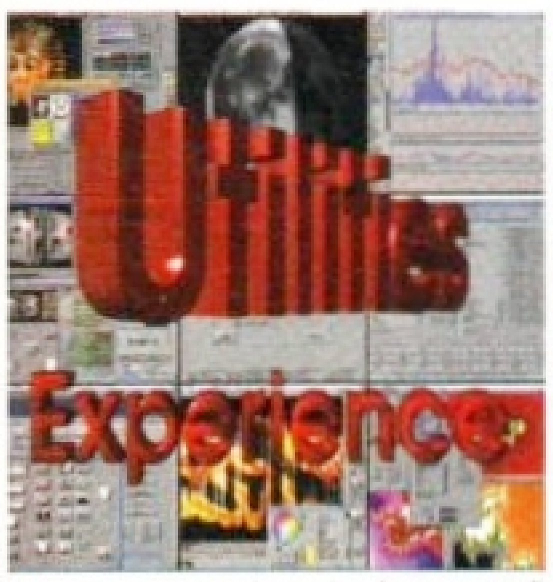
And Starring!

Kev and Gareth Craft	- Amiga MIDI	- MIDICraft
Steve Bye	- AMOS Programming	- F1 Licenceware
Ed Wiles	- Octamed in Depth	- Octamed Expert
Larry Hickmott	- DTP, Printers, Clipart	- LH Publishing
Peter and David Clarke	- 3D Animation	- The Room Upstairs
Simon & Co.	- 3D Architecture	- V.S.I.
Mark Thomas	- WWW Design/future	- Global Internet Ltd
Danny Amor	- The CD and German Mkt	- Freelance Writer
Jason Jordache	- Bitmap Graphics	- Freelance Artist
Dale Hemenway	- Animation	- Dalemation
David Taylor	- Storage, Emulation	- Freelance Writer
John Kennedy	- Internet etc etc etc!	- Paragon (Freelance)
Jeremy Ford	- PD Section	- Ground Zero Software
Justin Joyce	- Amiga DTV	- Axiom Video Services
Andrew Campbell	- AMOS 'Hands-on'	- AMOS Programmer
Richard Bannister	- Music (Soundstudio)	- MED Users Group
Spencer Jarvis	- Imagine 'Hands-on'	- Imagine Users Group

The Get Started CD should be available from most good CD mail order and high street Amiga retailers. All rights reserved. Contents may be subject to change.

Out May 1996
[AGA/4MB Amiga] *only*......... £24.99

NEW! UTILITIES EXPERIENCE



NEW from the makes of **NFA AGA Experience CD** - Utilities Experience: The Amiga is renowned for it's Public Domain software. Particularly the utility and tools software stands out as generally very high quality. Ever since the Amiga inception programmers (sometimes as a hobby, sometimes commercially) have developed programs such as ReOrg, Disk Salv, SnoopDOS, Virus Checker, Tools Daemon etc etc. How many times have you seen a disk re-organiser (ReOrg) or a snooper program (SnoopDOS) released in the commercial world? Hardly ever! Simply because these PD programs are so good! This CD contains disk programs, screen blankers, comms utilities, file managers, patches, updates, music tools, graphics utilities and plenty of the latest shareware programs. The Utilities Experience CD allows you to quickly and easily work through an amazing number of different programs in order for you to find your favourite. As with the NFA AGA Experience and the Zoom release 2 CD's, Utilities Experience contains both ready-to-run and DMS programs in an easy-to-use MagicWB environment. If you want a great and complete source of utilities and tools then this is the place to look! This CD should be available at the WOA show.

OUT APRIL - ORDER NOW!! **£14.99**

NEW! SPACEBALLS present........ SCENE STORM



Scene Storm is a glorious feast of tempting eye candy produced by the legendary SPACEBALLS. Amazing graphic and audio delights to show your friends what the Amiga can really do! This CD is packed with every major scene production from 1995, including all the releases from The Party 5 held in Xmas 95. Exclusive Digital Candy material is also included, ranging from music competition entries to a complete Development suite. Scene Storm features an easy to use Magic Workbench interface that is simple to set up and a joy to use. Much of the contents of Scene Storm are presented as ready-to-run files through custom designed icons. No more trawling through archives and filling your hard disk with files. Includes: Productions from over 20 Scene Parties held throughout the world in 1995. All the best demos and intros from the last year, slideshows, music disks, the most popular disk mags and charts. Exclusive modules taken from the coolest demos as well as entries from Digital Candy BBS Music Competitions. A complete development suite that will allow you to learn how to code your own demos. Development utils are included along with exclusive and easy to follow source code. All purchasers of Scene Storm that own a modem can register to qualify for 3 months free downloading of the latest scene files from Digital Candy Bulletin Board. This would normally cost £15. This BBS is classed as *the* 'scene' board in the UK! Place your order now as this will be the hottest selling CD throughout Europe!

ECS/AGA MIXED **NOW AVAILABLE** **£19.99**

ZOOM

NEW - RELEASE VERSION 2



It's HERE! Zoom release 2 - now in ready-to-run and DMS format! Do you want the latest PD CD-Rom that contains the latest PD to April 1996? Contains the greatest and latest PD from two superb PD libraries. The interface must be the most easy to use CD interface on any CD. Coded by the co-author of the superb new Get Started CD - just point, read about the disk and click to extract. Superb and very easy to use. The contents have also been updated so you get all the latest PD until early April 1996 and loads more as listed opposite. Comes with an on-line help routine, multitasking search routine and hotkeys function. If you want 650MB's of the latest PD, then look here! Two formats - ready-to-run and the DMS format (for shops etc). The pictures below show the enhanced DMS interface in action.

- ✔ **New Search Routine** — the multi-tasking search/find will seek file names or number
- ✔ **New 'Hot-Keys' Function** — just press 'S' for search or 'E' for extract, "Help" for help!
- ✔ **Restyled, Remastered** — new help and information guide, restyled artwork! Superb!

- **Greatest & latest PD from March 1995 - April 1996 : Utils, games, demos, slideshows, education, disk mags and more!**
  - including most of this advert and loads of great PD software
- **NEW! 100 Klondike/Card Games Deluxe Cardsets**
- **NEW! The complete Active Software Pro Pack collection**
- **NEW! All the Professional Sound Samples [50 Disks]**
- **NEW! Over 25MB+ of read-to-view/use Magic WB icons etc**
- **NEW! Special 'programming' themed area**

NEW! READY TO RUN & DMS

NEW to ZOOM release 2 is the easy-to-use, ready-to-run format as first demonstrated in NFA AGA Experience. Allows the direct use of PD straight from the CD-ROM!





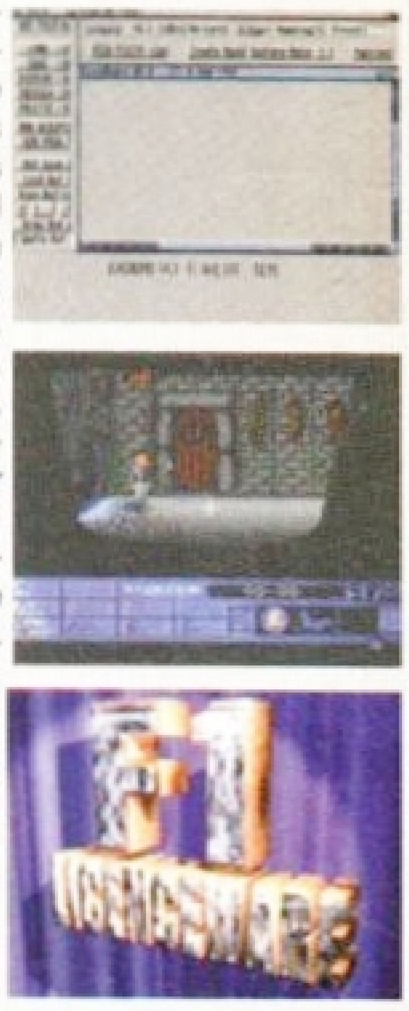
Superb value CD-Rom at only £19.99 **NEW!**

F1 LICENCEWARE

volume one - F1-01 to F1-100



Sick of the run-of-the-mill old PD CD releases containing collections from pre-1995?!? This CD contains the complete collection of F1 Licenceware titles from F1-001 to F1-100. Over 100 titles or more than 200 disks! This CD is worth well over £500, if the disks were bought separately. There is something for everyone on the CD - games, utilities, tools, professional clipart and music, beginners guides, educational programs and much more. Some superb material is contained within this CD-Rom: Blackboard v3 (image manipulation), Ultimate Quiz 2 (general quiz), Word Plus Pro (originally valued at £15!), Fortress (strategy God game), Relics of Deldroneye (voted best PD game ever by Amiga Format), ERIC (voted second best PD game ever), Powerbase (databse program), GRAC (superb 'Monkey Island' style adventure game creator with 000's of copies sold on floppy), Introduction to WB (best selling F1 Title), Absolute Beginners Guide to AMOS, Junior Artist (kids paint package) or Tots Time (one of many kids educational programs). Use some of the professional music within your games, with no extra charges. What about the clipart for your DTP documents? AMOS programmers have a field day with this CD - AMOSzine, guide to AMOS and AMOS supplements. Something for everyone. With a very easy to use AmigaGuide© interface with 80% of the programs running straight from the CD. Remember that the programs are commercial, with copyright owned by F1 Licenceware. All programmers receive a royalty for every CD sold.



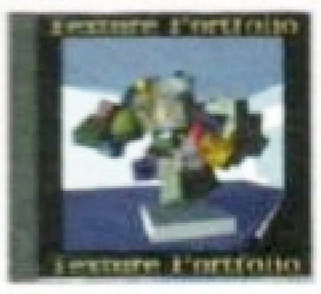
£29.99

COMMERCIAL SOFTWARE - NOT PD!

TEXTURE PORTFOLIO £29.99



This collection of textures has taken a staggering 5 years to complete. Phantasmagoria are a professional graphics company, based in Bristol. They have been providing textures and backgrounds for video, ray-tracing etc. This CD consists of 500+ 24Bit backgrounds and textures, it includes the very high quality 24Bit JPEG files for video, graphics and multimedia work, Targa's for PC raytracing and GIF format for video titling applications. The various sections include Abstract - Phantasmagoria, Abstract - Oil Paints, Abstract - Mixed, Animal Skins, Clouds, Fire, Food, Masonry, Rock, Metal (6 sub-sections), Water, Wood Bark, Wood Grain, Miscellaneous. No wasted space on this CD-Rom - a collection of extensive tutorials. This CD comes with a full colour multi-page reference booklet for every single texture. An ideal complement to a raytracing CD such as Light Rom 3 etc. **Please note that all these textures are exclusive to this CD-Rom and cannot be found on any other collection.**

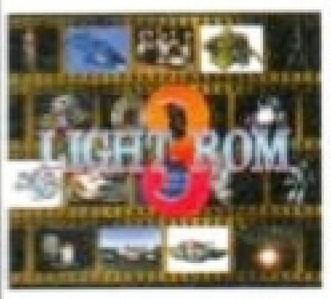


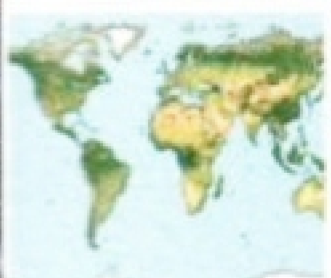




LIGHT ROM VOLUME 3 £38.99

Light Rom 3 is the most ambitious issue to date, consisting of 3 CD Rom's! Rom 1 is filled with thousands of Lightwave objects and scene files, building upon previous issues. Rom 2 contains huge collections of 3D objetcs in different file formats including Imagine (175MB's), 3D Studio (100MB's), Sculpt (30MB's) and Real 3D (7MB's). It also includes 700 textures in the JPEG format and a Video Toaster directory with wipes and CG fonts. Rom 2 also has a collection of 3D landscapes in the Lightwave, Imagine and 3D Studio file formats and a collection of useful Amiga and PC PD programs. Rom 3 is a 'DEM ROM', a bonus CD-ROM containing over 1000 digital elevation maps for use with VistaPro, Scenary Animator and World Construction Set (available from Blittersoft) on any platform. All Lightwave objects, textures and DEMs on this collection are represented with thumbnail renderings. Michael Meshew, the author of Light Rom 1, 2 and 3, has produced a CD that offers the World artistic talent for a reasonable price.





Texture Portfolio & Light Rom 3 for £59.99

NFA AGA EXPERIENCE - VOLUME 2

So you were impressed with AGA Experience volume one?! So was the Amiga press! Hot on its heels comes a brand new release......NFA AGA Experience volume 2! Following the same trend as the first, but offering even better value for money, it contains loads of new and exclusive AGA material to show friends the capabilities of your AGA machine, at a low, low cost. This contains AGA utilities, demos, games, tools, slideshows, animations.and more! Compiled (in a similar style to Zoom release 2) within a Magic WB environment, it makes access superbly easy. This CD is going to sell like hot-cakes at the World of Amiga show - order your copy before stocks run out!!

Many New Features :-



FASTER DMS's - The DMS files now unpack more quickly, so you can get at the files you want even quicker! Plus the MagicWB environment makes it instant!
MORE READY-TO-RUN SOFTWARE - Now there is a lot more software ready to run straight from the CD. There are less troublesome DMS files than before!
MORE FLOPPY DRIVE FRIENDLY - Users without Hard Drives will find this CDworks better than the first one. We have even included boot-disks for most ofthe popular A1200 CDROM drives!
LESS 'BABE' SLIDESHOWS AND PICTURES - We have not included any of theboring and unoriginal swimsuit slideshows that you will find on other inferior CDs. These are really just padding, and we would rather use the space on this CD to bring you only THE BEST software around!
A SELECTION OF UN-DMS PROGRAMS - We have placed every program we could find to decompress DMS files on the CD. This makes it a piece of cake to get at the DMS files - either through double-clicking in Workbench or the interface of your choice. It's so easy!
MORE CD32 FRIENDLY - Due to some bugs in the Amiga operating system, the first AGA Experience did not work perfectly on a networked CD32 - we have hopefully worked around these problems, and the result is a real treat for CD32 owners!
ALL NEW AGA-ONLY SOFTWARE - Since the release of the AGA Experience Vol 1, there has been a massive amount of new, top-quality AGA software. Virtually nothing has been repeated on this CD from the first one. We now have many new sources of software, to ensure a constant stream of quality titles.
NEW USEFUL UTILITIES - After hearing some of the comments from the magazine reviewers, we decided to create a drawer containg useful tools. Inside the 'Useful' drawer, you will find an icon to copy DMS files to RAD: instead of DF0: (speeding it up enormously), TUDE (to make more demos/games run on 030+),and some boot disks for this CD! Something for everyone...PLUS MUCH, MUCH MORE!! - Like exclusive game demos from the Amiga's top publishers, Exclusive version of AWeb for HTML Web page-like docs, More detailed contents listings, compatibility details on the AGA demos etc. etc.

new release! - out Middle of April!! £19.99

OH YES........MORE WORMS!



Over 50,000 copies of this superb game were sold before Xmas, and these were just Amiga sales. Worms is one of the most popular games of recent times across Europe. This CD contains an extensive number of enhancements for both the Amiga and PC version of Worms. It contains maps (over 1000 extra levels), a patch update to offer enhanced features to the original game. This is volume one in a forthcoming series. If you are an Amiga or PC Worms fan then get this now!

AMIGA AND PC COMPATIBLE £9.99

HORROR SENSATIONS



Horror Sensations is an innovative new multi-format CD-Rom containing anything and everything to do with horror! Includes thousands of images and pictures from films ranging from Hammer House of Horror through to very recent blockbusters. Also contains the goriest of animations, horror stories, samples (i.e. screams, groans etc), haunting music tracks (.mods). Designed for use on the PC or Amiga this CD will delight any horror fan with masses of material!

AMIGA AND PC COMPATIBLE £18.99

THE AMINET COLLECTION



Aminet 6	June 95		£------
Aminet 7	August 95		£12.99
Aminet 8	October 95		£12.99
Aminet 9	December 95		£12.99
Aminet 10	February 96		£12.99
Aminet 11	April 96	[Out Now]	£12.99
Aminet 12	June 96	[Pre-Order]	£11.99

AMINET COLLECTION VOL.1 £24.99
The Aminet Collection is a superb set of four CD's for any Amiga user. Contains Aminet 1-4, PD from '93 to December '94. 4 GIG's of data!

AMINET COLLECTION VOL.2 £26.99
Aminet Set 2 contains all the Aminet uploads since release 1. PD from December 1994 to November 1995. Gigabytes (four CD's) of games, utilities, demos, pictures, animations, tools, modules and more. Also contains 300 books from the Project Gutenburg CD-Rom.

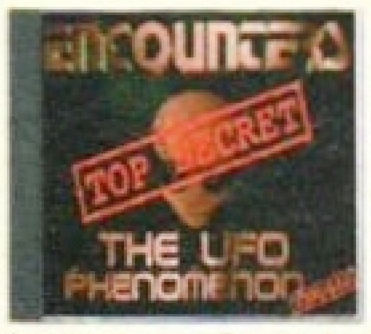
AMINET SERIES BI-MONTHLY

SUBSCRIPTION SERVICE
Every time an Aminet CD is released (usually bi-monthly) we will send it to you for £11.99 - pay by credit or debit card. Card debited on despatch.



AMINET SET 2 OUT NOW

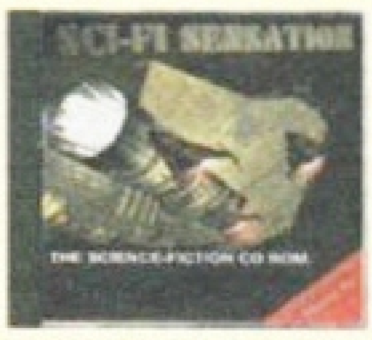
ENCOUNTERS



A first for the Amiga. The UFO phenomenon has hit the computer with this excellent release. Forget the X-Files, UFO's are for real - here is the evidence! The most comprehensive UFO compilation ever. UFO and 'the unknown' fans will not be disappointed with this release. Based on AmigaGuide it allows the interaction of text files and images on every possible UFO story. Received over 90% in a recent Amiga Computing review. The only Amiga CD source for UFO and the unknown related subjects. Buy your copy before stocks run out!

most comprehensive collection ever! £14.99

SCI-FI SENSATIONS vol.2



An exiting new CD-Rom containing over 1000MB's of science fiction images, music, animations, 3D objects for Imagine and Lightwave, sound FX, documents/text, themtunes, information and SCI-FI games. Categories include Babylon 5, Startrek (the Original, TNG, Deep Space Nine, Voyager and the films), Batman, Dr. Who, Thunderbirds, Robocop, Bladerunner, Aliens, 2001, Battlestar Galactica, TRON, Total Recall and many other films. New version 2 is now available containing more SCI-FI data than ever before.

new version 2!! ***DOUBLE CD-ROM*** £18.99

MEETING PEARLS 3



Contains 10MB of packing tools, 21MB of network tools, 29MB of development tools, 35MB of graphics programs, 13MB of AmiTCP data, 60MB of CD-Rom databases, 96MB pasTEX, 30MB of HTML data. Get both these CD's for only £15.99.

new!! £9.99

AGA EXPERIENCE



Contains AGA PD from the last 3 years of which 90% will run straight from the CD! Utils, demos, games, slideshows, anims etc and loads of exclusive products. This has got to be the most comprehensive CD-Rom for any AGA user. Rated at over 90% in nearly every Amiga magazine!

£18.99

C64 SENSATIONS



This CD gives you almost 10000 C64 demos and over 600MB of software. Mega demos, games, utilities for the Amiga and PC computers. Latest versions of emulators for both machines (the commercial version of A64 v3 for the Amiga). Superb collection for Amiga and PC.

£18.99

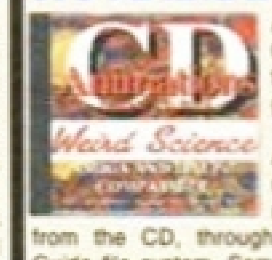
TEN ON TEN PACK



Almathera collection consisting of ten CDs. They are: Team Yankee, Pandora's CD, World Vista Atlas, Illustrated Shakespeare, CDPD1, CDPD2, Demo 1, Comms and Networking, Fonts & Clipart and Photo Library CD. A superb value CD collection.

£36.99

WS ANIMATIONS

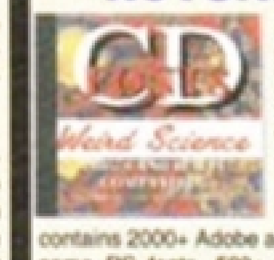


A double CD animation extravaganza!

All the animations are ready to run from the CD, through an Amiga Guide file system. Some stunningly large animations, some over 5MB in size. Suitable for both the Amiga and PC.

£18.99

WS FONTS

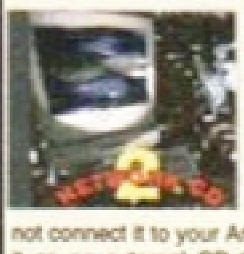


Another popular Wierd Science compact disc.

This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pgs, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more!

£8.99

NETWORK KIT



Do you have one of the 'old' CD32's lying around in your house? Well, why not connect it to your Amiga and use it as an external CD drive. All you need to make the connected - the CD, disk (for the computer) and the cable. An A1200 is recommended.

£37.99

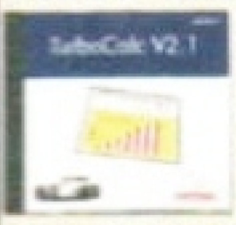
ASSASSINS 2



Following on from the tradition of the first CD this contains loads of new public domain games from 1994 and 1995. Entire Assassins collection upto 250, 60 utility disks and loads more games runnable from a superb custom written interface. Parnet and sernet provided for connection to host computers.

£18.99

TURBO CALC v2.1



A superb spreadsheet package now available on CD-Rom. Excellent formatting capabilities, more than 100 functions, macro and AREXX abilities (120 instructions), sheet size limited by memory only, import of foreign spreadsheets and a comprehensive AmigaGuide manual.

new!! £9.99

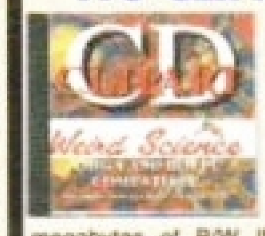
LSD VOLUME 3



MB's of data, most of which have never before been included on a CD-Rom at release! Software in both ready-to-run and archived formats: demos, diskmags, comms and computing, anims and pictures, music modules, original clipart, source code, games, utils, etc.

£18.99

WS CLIPART

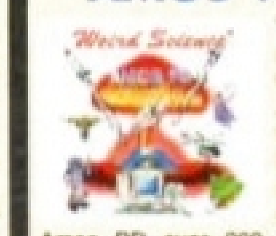


Must be nearly third in the most popular CD ever produced.

Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pgs, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain! This CD-Rom is suitable for Amiga, PC and MAC computers.

£7.99

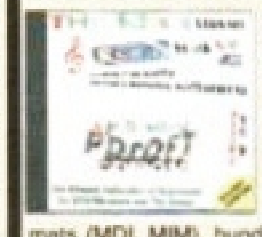
AMOS vol.2



This is an update to the first AMOS CD - the official library disks upto 638, general Amos PD over 200 disks. Also includes, ready to run, 1600 source files, 100 sprite banks, 260 Ctext banks, 800 samples, music banks, Amos and Amos Pro extensions.

£18.99

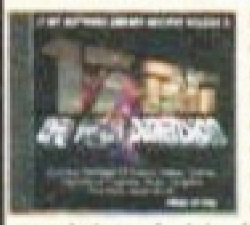
SOUND WORKSHOP



Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of MB's of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

£18.99

17BIT CD 5



Following on from successful Phase 4 CD-Rom this CD contains hundreds of megabytes of data from 17Bit Software. The 5th disc in this series contains only the very best software including demos, games, utilities, graphics, artwork, disk magazines, music modules and much more.

£18.99

OCTAMED 6 CD



Octamed is the most easy-to-use, powerful and effective music sequencer on the Amiga. This CD version comes with extensive documentation and other extras such as samples, modules, MIDI supplements etc. If you want to get into music...get this!

£28.99

SPECCY 96



Multi-platform CD with emulators for Amiga, Atari ST, Mac and PC. Loads of FAQs (Speccy related), games lists, wallpaper (.BMP) pictures for Windows and (.IFF) for Amiga. Over 100 different Speccy computer screens and loads of tape covers. Stuffed with over 150MB's of Spectrum games for a myriad of computers. sof .Z80 files.

£18.99

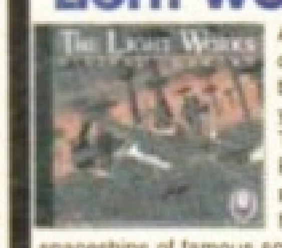
3D ARENA



A superb 3D CD that contains many objects for Imagine, Lightwave and Real 3D for the Amiga and PC computers. One exclusive aspect for this CD is the 24Bit Club's objects/images for Lightwave. You'll only find them on here! Also attribute files, tutorials, utilities.

£19.99

LIGHT WORKS



A superb-compilation brought to you by Tobias J. Richter, reknown for his amazing spaceships of famous science fiction films. The objects are complex, highly detailed and seem very real due to the superb surface texture techniques used. A superb collection.

£28.99

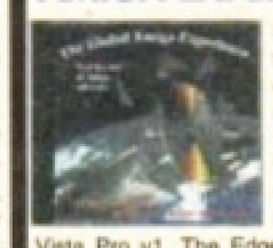
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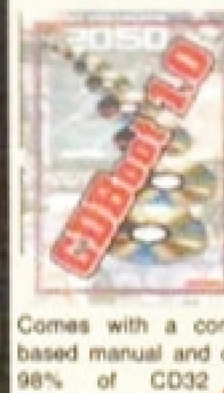
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